



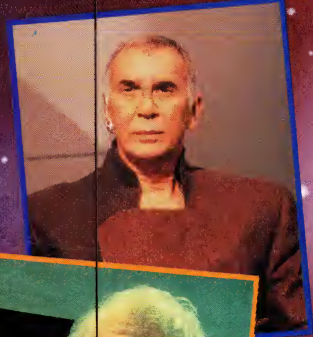
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THE OFFICIAL STAR TREK[®] FACT FILES 225



RAMURAN VESSELS
Covertly tracking fugitives

Minister Jaro Essa
Bidding for political domination



Retired STARFLEET Officers
Still playing a prominent role

Unprepared Time Travel
Adapting to a different era



U.S.S. ENTERPRISE NCC-1701
Investigating Spock's science station

ISSN 1364-3983



STAR TREK[®]

FACT FILES

STAR TREK[™]

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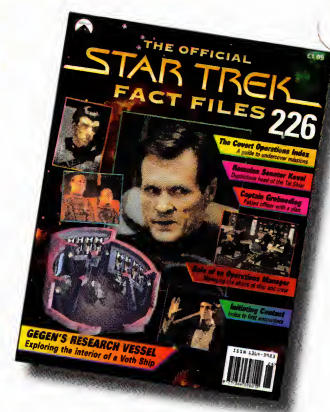
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New Alphabetical Entries and Updates

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 85

THE PULASKI INDEX

Dr. Katherine Pulaski transfers to the *U.S.S. Enterprise NCC-1701-D* in 2365, replacing former Chief Medical Officer Beverly Crusher. She soon makes her mark on the crew with her charms and patented Pulaski's chicken soup.

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69 STAR TREK:
THE NEXT GENERATION

Dr. Pulaski on the *U.S.S. Repulse NCC-2544*



FILE 31 CARD 6B

Captain Taggart of the *U.S.S. Repulse NCC-2544* claims that Pulaski was the best CMO he ever had.

Captain Jean-Luc Picard



FILE 43 CARD 27

Pulaski knows Captain Picard's service record inside out, and is a great admirer of the man. After several successful missions, he can't help but return her admiration.

Pulaski joins Captain Jean-Luc Picard, and Geordi La Forge in a Sherlock Holmes holodeck program in 2365, where she is kidnapped by Professor James Moriarty.

FILE 43 CARD 29

Pulaski is initially distrustful of Data, thinking he is merely a machine. He soon wins her trust, however.

Data



FILE 43 CARD 37

Dr. Pulaski on the *U.S.S. Enterprise NCC-1701-D*



Pulaski nurses an injured Commander Riker back to health when alien microbes infect his system. The microbes are defeated when she stimulates unpleasant memories from Riker's past.

"I like to help. When they hurt, I hurt."

— Dr. Katherine Pulaski

Dr. Katherine Pulaski

FILE 43 CARD 37



Pulaski succumbs to rapid aging after she comes into contact with the genetically enhanced children of the **Darwin Genetic research Station** in 2365.



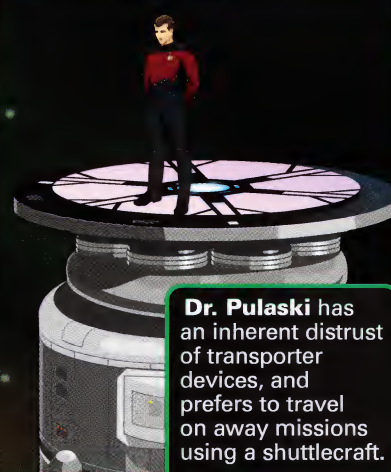
The effects of the aging process are reversed by incorporating uninfected DNA from a single hair into **Pulaski's** transporter pattern.

FILE 7 CARD 9



The Darwin Genetic Research Station

Dr. Pulaski and Transporters



Dr. Pulaski has an inherent distrust of transporter devices, and prefers to travel on away missions using a shuttlecraft.

FILE 59 CARD 1



Dr. Pulaski cared for **Kyle Riker** after he was injured during an attack by the **Tholians** in 2353. They subsequently became lovers for a time.

Counselor Troi

Dr. Pulaski plays an integral part in the delivery and upbringing of **Deanna Troi's** child, **Ian**, in 2365.



Kyle Riker

FILE 11 CARD 4



FILE 44 CARD 30

Klingon Ceremonies



Dr. Pulaski helps organize a **holodeck** program to celebrate **Worf's Rite of Ascension**. She also takes part in the **Klingon tea ceremony** with him, in which they drink poisoned tea in order to share their mortality.



Worf

FILE 43 CARD 32

PULASKI STARSHIP LOG: Key episodes



'Elementary, Dear Data'
FILE 69 CARD 28



'Unnatural Selection'
FILE 69 CARD 32



'The Icarus Factor'
FILE 69 CARD 39



'Up the Long Ladder'
FILE 69 CARD 43

The Guide to the STAR TREK Galaxy

FILE 1 CARD 86

THE SPACEBORNE LIFE FORMS INDEX

The Galaxy is populated by an enormous variety of diverse life forms — and there are none more interesting and unique than the numerous spaceborne life forms that inhabit the cold void between the stars and planets.

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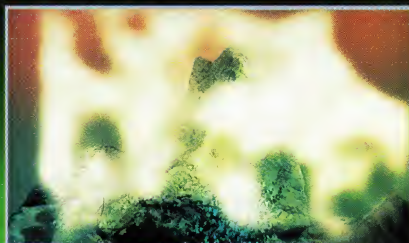
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- 75 STAR TREK IV: THE VOYAGE HOME

Dikironium Cloud Creature



The **Dikironium Cloud Creature** feeds on the red blood cells of humanoid life forms. It is able to travel through space in order to reach planets where it may feed.

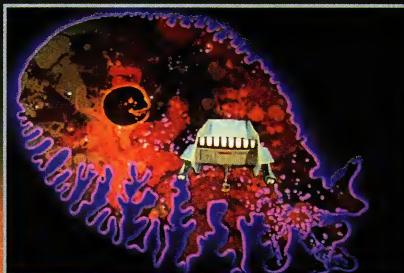


'Obsession'
FILE 68
CARD 46

FILE 5 CARD 18

Single Cell Amoeba

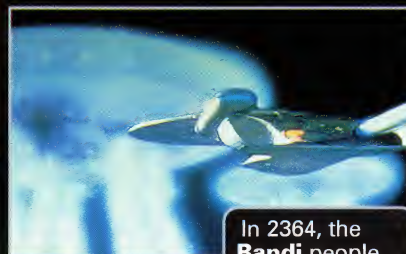
An immense spaceborne amoeba is responsible for the destruction of the **Gamma 7A System** in 2267. It is subsequently destroyed by an antimatter bomb.



'The Immunity Syndrome'
FILE 68 CARD 47

FILE 68 CARD 47

Farpoint Station



'Encounter at Farpoint'
FILE 69
CARD 1

In 2364, the **Bandi** people enslave a shape-changing spaceborne life form on **Deneb IV**, forcing it to assume the form of the sophisticated **Farpoint Station**.

FILE 5 CARD 9

Edo



'Justice'
FILE 69
CARD 8

The **Edo** god is a trans-dimensional being that has chosen to protect the people of **Rubicun III**. It refers to the humanoid inhabitants of the planet as its 'children.'



FILE 18 CARD 73

Crystalline Entity



'Datalore'
FILE 69
CARD 13



The **Crystalline Entity** is a silicon-based life form that thrives on the energy of biological life forms. It is responsible for the destruction of several Federation colonies in the 24th century.

FILE 5 CARD 7

Calamarain

The **Calamarain** exist as clouds of ionized gas in space. In 2366, they attempt to gain revenge on a powerless **Q** in return for a past grievance.



'Déjà Q'
FILE 69 CARD 60

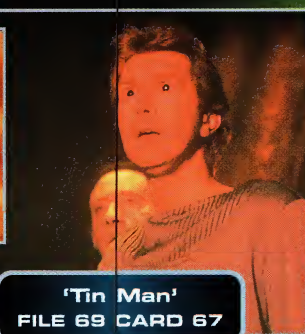
FILE 69 CARD 60



Gomtuu



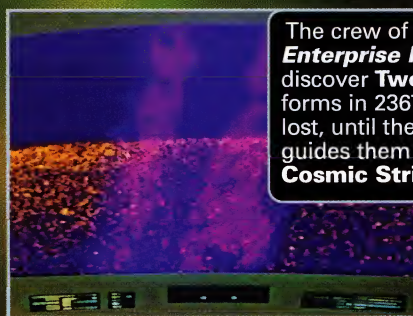
Gomtuu is a living ship – the last of its kind. **Tam Elbrun** boards **Gomtuu** on a voyage of discovery in 2366.



'Tin Man'
FILE 69 CARD 67

FILE 40 CARD 45

Two-Dimensional creatures

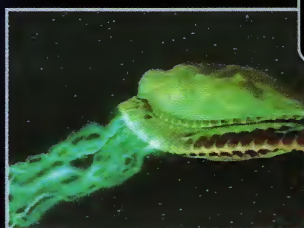


The crew of the **U.S.S. Enterprise NCC-1701-D** discover **Two-Dimensional** life forms in 2367. The creatures are lost, until the **Starfleet** vessel guides them back to their **Cosmic String** fragment.

'The Loss'
FILE 69
CARD 82

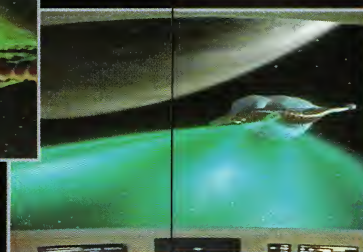
FILE 5 CARD 25

Junior



'Galaxy's Child'
FILE 69 CARD 88

Junior attaches itself to the hull of the **U.S.S. Enterprise NCC-1701-D** following the death of its mother in 2367.



FILE 18 CARD 132

Embryonic Life Form



A spaceborne life form is discovered within an alien artifact that **Vash** retrieves from the **Gamma Quadrant** in 2369.

'Q-Less'
FILE 70
CARD 6

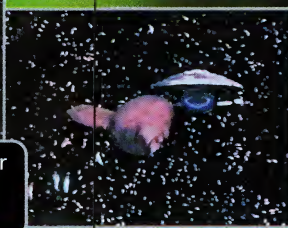
FILE 70 CARD 6

Swarm



The **Swarm** is a colony of over 2000 individual life forms who inhabit the **Delta Quadrant**.

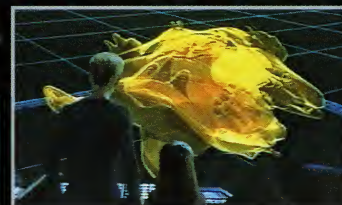
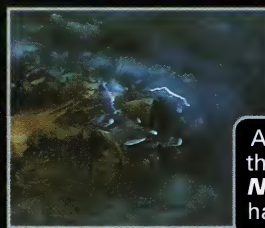
'Elogium'
FILE 71 CARD 18



FILE 71 CARD 18

Bioplasmic Organism

'Bliss'
FILE 71 CARD 105



A **bioplasmic organism** fools the crew of the **U.S.S. Voyager NCC-74656** into thinking that they have found a way home in 2375.

FILE 5 CARD 27

The Cloud

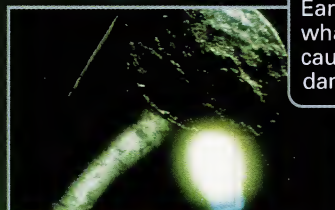
A nebulous creature is unwittingly harmed by the the **U.S.S. Voyager NCC-74656** when it conducts a search for fuel in 2371.

'The Cloud'
FILE 71
CARD 5



FILE 5 CARD 10

Cetacean Probe

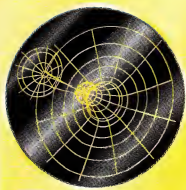


STAR TREK IV:
The Voyage Home
FILE 75

This probe of unknown origin wishes to contact the extinct Earth species of humpback whale in 2286. Its search causes untold ecological damage to the planet.

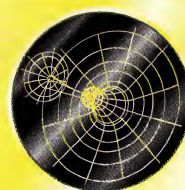


FILE 42 CARD 1

SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 33

SPACE
PHENOMENA

UNPREPARED TIME TRAVEL

Starfleet's policy of shying away from time travel can have one severe disadvantage: officers who find themselves unexpectedly visiting the past will have little training to help them deal with what is bound to be a very difficult and confusing situation.

The physics of time travel has been understood and readily available to **Starfleet** crews since the 2260's, but more than a century later, the inherent dangers are still enough to make space-time a frontier that is yet to be explored in any great depth. Unfortunately, on occasion, **Starfleet** officers do find themselves traveling to other eras, and their lack of training in such scenarios often leaves them ill-equipped to deal with the situations in which they find themselves. Their dilemma is only heightened by the fact that such trips are often entirely unplanned – the results of coming into contact with dangerous

celestial phenomena such as black holes, and abandoned alien machines. Officers may find themselves in unfamiliar time periods, where they are completely devoid of cultural knowledge, useful tools, or any means by which to contact their colleagues.

Disrupting the timeline

The major danger in unplanned time travel is the potential for corrupting the timeline. This is a worry for any time-traveler, no matter how much preparation is made for the trip, but is much worse for those who find themselves facing a history in which they have no idea how events should unfold, or one in which the

records are in fact incorrect or misleading. For example, when the crew of the **U.S.S. Voyager NCC-74656** is thrown back in time by a devastating explosion on a **Delta Quadrant** planet, they emerge in the middle of violent protests between a group which opposes the use of dangerous **polaric** energy, and the guards at a polaric energy planet. By jumping to the wrong conclusion that the riots must have triggered an explosion at the plant, the crew nearly cause just the disaster they are hoping to prevent this time round.

The biggest problem facing unprepared time-travelers is often one of how to avoid detection.



▶ **Captain Kathryn Janeway and Lt. Tom Paris find themselves on the verge of causing the very planetary disaster that they are attempting to prevent, after they travel one day into the past of a Delta Quadrant world.**

▶ **The U.S.S. ENTERPRISE NCC-1701 is propelled back in time to the year 1969 after it nearly collides with a black star.**



When the **U.S.S. Enterprise NCC-1701** is thrown back in time to Earth's 1960's by contact with a black star, the ship appears in low orbit inside the Earth's atmosphere and is picked up by local military scanners before it can reach a higher altitude; **Voyager** faces a similar problem when it is thrown

back to the 1990's. This can leave a crew with the added task of having to track down and destroy any evidence recording their visit. Similar problems occur on a much more personal level; as **Starfleet** crews often comprise members of many races, there is a good chance that any group of inadvertent time travelers

PRIMITIVE TIMES

No time for repairs

Time travelers often find themselves stranded in the past with vital equipment severely damaged, forcing them to make do with the primitive equipment around them to affect their repairs. **Admiral Kirk** and his colleagues have to steal plutonium from a 20th-century nuclear vessel to repair the dilithium crystals that are damaged by their **Klingon Bird-of-Prey's** desperate flight back in time, while on an earlier trip, **Spock** is forced to spend weeks cobbling together machinery that would enable him to access the data recorded in his tricorder – equipment that could have been retrieved in seconds by the **Enterprise's** computer. An even more desperate situation is faced by the three **Ferengi** **Rom**, **Quark**, and **Nog** when their **Ferengi Pod** is thrown back in time to the mid-20th century by a kemacite explosion. Their universal translators are damaged by the radiation in Earth's atmosphere at this time, leaving them unable to even make themselves understood for a time.

▶ **Quark has a particularly unpleasant experience when he finds himself in 1940's Roswell.**



▶ **Admiral Kirk must adapt to a culture that still uses money when his crew visit 1986. He is forced to pawn an antique pair of spectacles given to him by Dr. McCoy.**



▶ **Spock must calculate the variables involved in time travel from memory when Admiral Kirk's crew travel to 1986.**

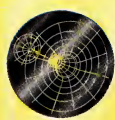
GALAXY FACTS

Inexperienced time travelers often find themselves awestruck by famous and influential figures from the past. Lt. Reg Barclay makes rather a fool of himself when introduced to warp drive inventor Zefram Cochrane, while Captain Benjamin Sisko breaks a temporal directive to speak to the legendary James T. Kirk.

will include aliens from races with which Earth has not yet made **First Contact**. If the trip back in time has been planned, alien officers can receive surgery to alter their appearance to be more human; those who are not so fortunate may find themselves having to think on their feet to come up with explanations for physical quirks. **Jadzia Dax** cleverly passes off her **Trill** markings as a fashionable tattoo in the early 21st century.

Dressed to impress

Even humans may come up against similar problems. Fashions in the 23rd and 24th century are very different from those worn centuries before, and officers finding themselves thrown back in time may have to resort to stealing in order to appropriate some more suitable attire. A more serious concern is the lack of identification they will have, which may prove more problematic in some time periods than others.

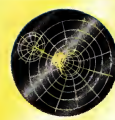


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

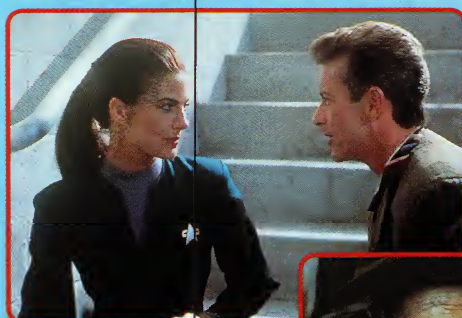
FILE 5 CARD 33

UNPREPARED TIME TRAVEL



SPACE
PHENOMENA

▼ An unexpected trip through time to the U.S.S. **ENTERPRISE NCC-1701** brings surprises for the crew of the U.S.S. **DEFIANT NX-74205**; Dr. **Julian Bashir** is shocked to discover that a woman who maybe his paternal grandmother is flirting with him.



▼ **Jadzia Dax** quickly adapts to her unfamiliar surroundings, after a transporter accident strands her on Earth in the early part of the 21st century.



▼ **Paris and Tuvok** enlist **Rain Robinson** to help them negotiate the 20th-century.

that instantly cures her kidney problems; **Jadzia Dax** cannot stand by and watch the inhabitants of the 21st-century Sanctuary Districts' cause go unchampioned. It is easy to think that one can tell right from wrong with the benefit of hindsight, but officers should always be very careful about interfering in even the most apparently benign way; as Kirk and **Spock** learn, saving the life of a dedicated pacifist can damn a world to a future ruled by the most terrible fascism if this disrupts the true flow of history. One of the greatest dangers in time travel is making assumptions about what might have been rather than trusting fate to allow what was to play out once again. It is indisputable that if one has to travel in time it is best to be as prepared as possible, but avoiding time travel at all would still seem to be the safest option.

Benjamin Sisko and **Julian Bashir** are thrown into the **Sanctuary Districts** –

ghetto areas for the unemployed underclasses in old San Francisco, from which escape is virtually impossible – when they are stranded in the 2020's without the ID cards that all citizens of that period are required to carry to confirm their social status. Even more unfortunate is the situation faced by **Captain Braxton** when his 29th-century **Timeship Aeon** crashes in 1960's Arizona – he spends 30 years living as a hobo, his life history dismissed as the ravings of mental illness, until he makes contact with other Starfleet officers.

Even when officers do know something about the time period they are visiting, it might be the case that a little knowledge can be a dangerous thing. **Admiral James T. Kirk** and, more than a century later, **Lt. Tom Paris**, think they know enough about late 20th century vernacular to pepper their speech with



▲ **Captain Braxton** spends 30 years stranded in the barbaric 20th-century.

colloquialisms that will help them fit into the time period they are visiting, whereas in fact slightly incorrect usage does exactly the opposite. Kirk draws attention to himself by referring to "LDS" rather than "LSD," while the slang term "groovy" has been out of fashion for several years by the time Paris uses it in the late 1990's. Both usages alert potential allies from the time periods visited to the fact that their new friends may not be all that they seem.

Familiarity with technology can be just as much of a problem. Officers from late 24th-century **Deep Space Nine** who travel back to the *Enterprise*



of more than a century before stand in a stationary **turbolift** for several minutes wondering why it does not respond to their voice commands before a contemporary Starfleet officer enters and activates the touch-sensitive controls.

Temporal meddling

From the perspective of a more enlightened future, the past can seem like a terrible place, and officers who have not been trained to face such experiences with impassivity may find it very difficult not to get involved. **Dr. McCoy** finds 20th-century medical procedures barbaric, and cannot help but slip an old woman a 23rd-century pill

SINS OF THE MOTHER

The past comes to life

No matter how well prepared a time-traveler might consider themselves to be prior to making a journey back in time, things rarely go as smoothly as planned. **Kira Nerys** undertakes an Orb Vision, using the Orb of Time, to find out the truth about her mother, with whom **Gul Dukat** claims to have had an affair – she believes her mother died when she was only a small child. **Kira** is unprepared for what she finds – that her mother was a Cardassian 'comfort woman,' a mistress and collaborator who lived in relative luxury as the concubine of Bajor's oppressors while **Kira** was growing up in terrible conditions in an internment camp. The trip comes close to destroying the fond memories **Kira** had of her mother. She does come to some understanding of why the woman acted the way she did, and is able to forgive her to some extent, but the experience illustrates perfectly why the past is often best left well alone.



▶ **Kira** finds herself aboard **TEROK NOR** during the Cardassian occupation, where she is considered for the role of **Gul Dukat's** comfort woman alongside her mother.

▶ The reality of **Kira Meru's** life on **TEROK NOR** does not match that of her daughter's expectations.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 166

THE LOKIRRIM



OTHER GROUPS
AND RACES

Caught up in a devastating civil war with the holographic servants they created, the technologically-advanced Lokirrim has developed paranoia toward all holographic technology, whether their own or that possessed by other species.

For most of their recorded history, the **Delta Quadrant** species known as the **Lokirrim** have enjoyed a relatively peaceful development on their pleasant and temperate homeworld. In fact, they bear a remarkably close resemblance to terrestrial humanoids, with the only visible difference being a small, v-shaped ridge on their lower foreheads, just above the bridge of the nose. Both genders of the Lokirrim species are seen to have equal roles and responsibilities in their democratic society.

Their military forces wear a distinctive royal blue uniform, with a wrapover tunic jacket tightly belted at the waist, and a pale-blue undershirt. Piping on the arms and legs of the uniforms denotes crewman (light blue) or officer (red) status, with rank insignia for the latter being shown just below the left shoulder. Black calf-length boots complete the ensemble.

Gifted scientist

The Lokirrim's scientific achievements have been comparable to those of Earth; they possess warp drive, utilise formidable tractor beams, focussed

energy weapons, and have shield technology. They do not possess **replicators**, having to rely on standard nutritional rations during space missions.

Perhaps their greatest advancement, however, is their innovative development of holographic technology. While isolated examples of sentient holographic personnel are known to **Starfleet** – the **U.S.S. Voyager NCC-74656's Doctor**, for example – they are regarded as aberrations, and the overwhelming majority of holograms are simple programs generated for education or



▲ *Members of the Lokirrim race are seen to closely resemble humans. The main difference between the two species is a small ridge located on the bridge of the nose members of the Delta Quadrant people.*

OTHER CARDS IN THIS FILE...

- 144 PHOTONIC ALIENS
- 148 'NIGHT' BEINGS
- 160 THE BA'NETH AND THE KESAT

SEE OTHER FILES...

STAR TREK: VOYAGER....File 71

MIXED MESSAGES

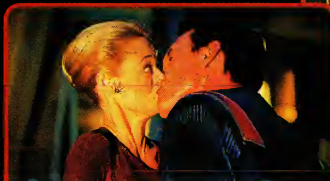
Lip locking

The remarkable similarity of the Lokirrim to humans is underlined by the reactions of the crew to Seven of Nine when an away team from *Voyager* is captured by a Lokirrim vessel. The Doctor downloads his program into Seven's Borg circuitry, taking over her body, and finds himself the object of unwanted attentions from the ship's Captain. Similarly, the Doctor, in Seven's body, discovers unusual physiological responses developing toward the ship's Chief Medical Officer. The ease with which these emotional entanglements arise between the human and Lokirrim species indicates a strong affinity on the pheromonal level.

▶ *The Doctor is shocked to find himself the object of Captain Ranek's romantic attentions after he inhabits Seven of Nine's body. Seven later expresses disgust for the Doctor's abuse of her body.*

▶ *Captain Ranek believes that an inebriated Seven of Nine is expressing romantic intentions toward him when the Doctor leads a dance.*

▶ *The Doctor uses his somewhat unique position in an to attempt to glean information from Captain Ranek.*



Designation Lokirrim
Class M **Quadrant** Delta
Inhabitants Humanoid

Government Broadly democratic, though recent events have brought the military influence to the forefront. Photonic beings have no rights, despite being acknowledged as sentient.

Environment Standard gravity
Technology The Lokirrim operate highly developed vessels. Their holographic technology is more advanced than those used by the Federation

Starship log STAR TREK: Voyager 'Body and Soul'

GALAXY FACTS

▶ Owing to personnel shortages caused by casualties, Lt. Jaryn is not only her ship's Chief Medical Officer, but also its Engineer and Tactical Officer.

▶ Even in the midst of a violent struggle, the Lokirrim's scientific curiosity still prompts them to study various astronomical phenomena; one such celestial event is a pulsar field known as the Window of Dreams, which Captain Radick points out to Seven of Nine/The Doctor.

amusement, with no independent existence.

On the Lokirrim homeworld, holographic persons – or 'photonic,' as the Lokirrim refer to them – are unquestionably sentient, with interests, feelings and aspirations of their own; this situation has apparently been the case for generations. Young Lokirrim adults still recall a time when their holographic servants lived in the family home and looked after them, doting on their flesh and blood charges with devotion, and apparently contented with their status as a slave race.

Photonic Uprising

This is no longer the case, however, as within the last 20 years, the photonic members of



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 166

THE LOKIRRIM



OTHER GROUPS AND RACES



▶ *The Lokirrim conduct a thorough search of the DELTA FLYER to ensure that the Doctor has been eradicated, unaware that he still exists within Seven.*

Lokirrim society have initiated a revolt against their creators. Initially taking the form of protests and demonstrations, this dissent rapidly evolved, first into a terrorist movement and then into a full-scale military operation, with mobilisation of armed forces and the use of lethal weapons on both sides. The Lokirrim have developed a highly effective weapon against the photonic insurgents, as they describe to the rebels; it is a broadcast beam which decompiles holographic programs from a great distance, not only deleting them, but preventing any possibility of that program being recreated. In retaliation, the photonics have created an equally devastating viral weapon that attacks the cerebral cortex of humanoids, causing it to collapse and

▶ *Officers aboard Lokirrim vessels wear braids on their shoulders that designate what position they hold.*



▶ *Lokirrim officers wear hard-wearing but comfortable blue jumpsuits while they are on duty aboard their vessels.*



▶ *The Lokirrim are insistent that any vessels carrying photonic life forms in their space will submit to an inspection.*

rendering the victims comatose with the the prospect of complete systems failure within a few days.

Mass extermination

One consequence of this conflict has been the wholesale deletion of photonic persons – whether involved in the protest movement or not – from the Lokirrim homeworld, resulting in the execution of countless thousands, the majority of whom probably were not involved in the conspiracy movement. Not only is there now a complete ban on the use of holographic technology, but that embargo is also ruthlessly enforced throughout Lokirrim space;

any ship possessing holographic technology is required to discontinue its use while in that sector, and any vessel that refuses to do so is liable to be forcibly boarded or destroyed.

The *Delta Flyer* becomes an inadvertent victim of this embargo when it enters Lokirrim space while on a research mission. A Lokirrim vessel seizes it in a tractor beam, having detected photonic activity on board, and attempts to decompile the program of *Voyager's* **Emergency Medical Hologram**. The **Doctor**, with only moments to act, downloads his program into **Seven of Nine's** cybernetic implants, effectively taking over her body. When the *Delta Flyer* is boarded, only Seven of Nine and **Ensign Harry Kim** are found, and they are taken into custody.

Piecing together the background of the Lokirrim conflict and their hostility toward holograms, the

▶ *Seven of Nine is taken into custody, when the Doctor is detected aboard the DELTA FLYER.*

Voyager crew members – especially the Doctor, in Seven's body – are able to gain the confidence of the Lokirrim to some extent. The Doctor manages to devise a cure for the photonic's viral weapon, and reverse the comatose state of several crew members, earning the gratitude of acting Chief Medical Officer, **Lt. Jaryn**. Simultaneously, the Doctor, finds himself gaining rather more of the trust and attention of the ship's commander, **Captain Ranek**, than he would like, as the captain develops romantic feelings toward Seven's appearance.

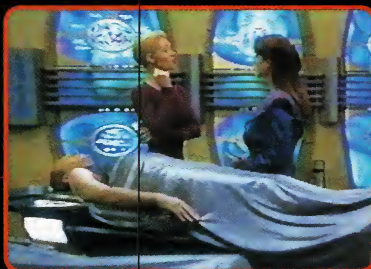
Despite their growing bond with the Lokirrim, the Starfleet personnel's first priority remains escape, and when *Voyager* confronts the Lokirrim vessel, their opportunity arises. The Doctor, however, whose imposture has by this time been discovered, chooses to remain on the Lokirrim vessel to treat the critically injured Captain Ranek rather than effect an immediate escape. His action in saving Ranek's life, together with his cure for the viral weapon causes at least some of the Lokirrim crew to believe that their prejudice against all photonic life forms may not be a justifiable viewpoint after all.

TRAITOR TO HIS KIND?

Turning the Tables

The Doctor, while using **Seven of Nine's** body, develops a strong sympathy with the Lokirrim Medical Officer, **Lt. Jaryn**. He helps her to cure the viral weapon by developing a neural inhibitor that awakens her crewmates from their pre-death coma.

In doing so, however, he has effectively removed the photonic's main defense against the Lokirrim, and virtually ensured slavery or deletion for them unless the Lokirrim can be persuaded to change their viewpoint on the rights of sentient holograms.



▶ *The Doctor's presence aboard the Lokirrim vessel is hidden, and he only reveals himself when in the cell that holds his crewmates.*

▶ *The Doctor, while inhabiting Seven's body, creates a cure for the virus that the holograms have used to infect the humanoid Lokirrim.*





ROLES WITHIN STARFLEET

RETIRED OFFICERS

DUTIES AND ROLES

Retirement does not have to mean an end to making a useful contribution. Starfleet can call upon a wealth of experience in many different fields, personified by former officers who have served with distinction and are prepared to do so again should the need arise.

Despite the technological, scientific, and medical advances at its disposal, **Starfleet** officers often face extreme danger. With human life expectancy having gradually increased, an officer who survives these dangers could conceivably have a working life lasting over 100 years. Eventually, though, there may come a time when an officer is too frail for active duty, even a desk job, and may wish to spend their later years relaxing with their family and friends. In 2295, for example, **Captain Montgomery Scott** books passage on the **U.S.S. Jenolen NCC-2010** with the intention of spending his retirement on the **Norpin Colony**. Others may retire at an earlier age if their enthusiasm for the job has waned, or if they wish to try their hand at another line of work. Illness may also lead to premature retirement, as in the case of **Admiral Mark Jameson** who, at the age of 85, is confined to a wheelchair due to the debilitating effects of **Iverson's disease**, and intends to enjoy retirement with his wife **Anna** when he has completed one last mission.

The terrible **Dominion war** of the mid 2370's

leads to millions of deaths including those of experienced and high-ranking officers in battle, and it is likely that Starfleet will call upon many able-bodied and minded veterans to fill vacant administrative and training posts while younger colleagues are reassigned to front line positions. Other opportunities for retired officers to return to Starfleet may result from old friends calling in favors, nostalgia, or a sense of duty.

Active Duty

The type of assignment given to retired officers can range across a variety of categories. Inspection of state of the art facilities is a logical role for professional experts, who may even have had a hand in their design. **Admiral Leonard H. McCoy** tours the new **Galaxy-class U.S.S. Enterprise NCC 1701-D** in 2364. A formal inspection may go hand in hand with purely ceremonial duties, such as attending the launch of a new ship. Somewhat reluctantly, **Captain James T. Kirk** finds himself in the glare of media attention during the maiden voyage of the **U.S.S. Enterprise NCC 1701-B** in 2294. During such occasions, the retired officer may be invited to give the order to leave spacedock, and the experience can be bittersweet for veterans, momentarily overwhelmed by fond memories of halcyon days and absent friends.

Depending on the circumstances and the location of the mission, retired officers may find themselves in an emergency situation where a life time of training and experience more often than not compensates for any diminution of their faculties; they may even outperform their younger colleagues on active duty. Investigatory roles are feasible for ex-officers who used to specialise in the Security or Intelligence branches of Starfleet, and **Admiral Norah Satie** comes out of retirement to chair a series of hearings held aboard the *Enterprise* in 2367. Although the **Federation** has its own diplomats, former Starfleet personnel may have highly relevant experience or, like Admiral Jameson,



▲ **Dr. Leonard McCoy** retires from Starfleet after the **U.S.S. ENTERPRISE NCC-1701's** initial five-year mission, but is recommissioned by Admiral Kirk in 2271.



▲ The aged **Admiral McCoy** tours the facilities of the newly commissioned **U.S.S. ENTERPRISE NCC-1701-D** with the android **Lt. Commander Data**.



▲ **Captain Montgomery Scott** is on his way to retirement at the **Norpin Colony** aboard the **U.S.S. JENOLEN NCC-2010** when it crashes on a **Dyson Sphere**. He is found alive and well 75 years later.

◀ The retired **Admiral Mark Jameson** tries to make amends for his actions on **Mordan IV** that caused a civil war lasting over 40 years. He traded arms for hostages, sparking the conflict.



▲ **Ambassador Sarek** is an incredibly dedicated individual. He is offered retirement in the late 23rd century, yet still continues in his job. Only the onset of **Bendii Syndrome** depletes his official capacity.



▲ Retired Starfleet **Captain James T. Kirk** takes part in the launch ceremony of the **U.S.S. ENTERPRISE NCC-1701-B**. He is presumed lost after saving the ship from the **Nexus energy ribbon**.





FILE 19 A Guide to FEDERATION STARFLEET



Retired Admiral Norah Satie is called back into service to investigate a supposed conspiracy aboard the U.S.S. ENTERPRISE NCC-1701-D.

be requested to take part in specific negotiations. After retiring from Starfleet, **Captain Spock** devotes himself to diplomatic work as a Federation Ambassador, following in the footsteps of his father, **Sarek**. All in all, those who are still willing and able have many opportunities to contribute to the myriad ongoing operations of Starfleet.

Witch hunt

Admiral Norah Satie helps to uncover the alien conspiracy in which a number of high-ranking Starfleet officers are possessed by a parasitic species during 2364. Shortly after that she retires, but is recalled to active service when a potentially serious breach of security is discovered on the U.S.S. *Enterprise* NCC 1701-D. A Klingon exchange officer is unmasked as a **Romulan** spy and an explosion in the **dilithium chamber** leads to suspicion of sabotage. When medical technician **Simon Tarses** is forced to reveal that he has Romulan ancestry, Admiral Satie is convinced that there is much more going on than meets the eye and wants to widen the inquiry.

Captain Jean-Luc Picard tries to persuade her that her suspicions are unwarranted, but at the next hearing she accuses Picard of breaking

the **Prime Directive** and questions his loyalty to Starfleet in the wake of his assimilation by the **Borg**. When Picard eloquently uses the revered words of her late father to justify his position, Satie launches into an angry, paranoid tirade, persuading her co-investigator **Admiral Henry** to abandon the hearing. Sadly, it seems that Admiral Satie can no longer work to the exacting standards she once set.

Keeping a cool head in a crisis

Two former stalwarts of the original *Enterprise* find themselves embroiled once again in dangerous situations after they retire. During the maiden voyage of the U.S.S. *Enterprise* NCC 1701-B, a distress call is received from the transport ship **S.S. Lakul**, trapped in gravimetric distortions created by the temporal phenomenon known as the **Nexus**. Although Captain Kirk is only present as an observer, his inexperienced successor **Captain John Harriman** requests Kirk's assistance in the attempted rescue mission. Kirk volunteers to activate the deflector relays manually from Deck 15 and is presumed lost after the hull is breached on contact with the Nexus.

Captain Montgomery Scott is one of only two survivors when the U.S.S. *Jenolen* crash lands on the surface of a **Dyson Sphere**. Using his brilliant engineering skills, he quickly jury-rigs the ship's **transporter** in order to store the pair in the **pattern buffer**, locking it into a continuous diagnostic cycle. Emerging 75 years later, Scotty finds himself playing an important part once again, when he helps **Lt. Commander Geordi La Forge** to repair the *Jenolen*'s impulse engines, and rescue the *Enterprise* from the interior of the Dyson Sphere, thus proving his status as a miracle worker to another generation of Starfleet heroes.

Sergey Rozhenko, the adoptive father of **Lt. Worf**, retires from his specialist area of **warp field mechanics** to spend more time with his family.



After retiring from his original posting, Spock becomes an ambassador at his father's request. He devotes his time to the reunification of the Vulcans and Romulans.



THE FUTURE?

The different paths of a Starfleet crew

In Q's alternative anti-time future, Captain Jean-Luc Picard is offered a glimpse of what may happen to his crew in 2395. All the members of the once-close crew have gone their separate ways, caused, in some

cases by incidents occurring between them.

Admiral Picard now tends his vineyards in France, having been retired from an official position for many years. Data has also left Starfleet, taking

a position at Cambridge University. Deanna Troi has sadly passed away, causing a great deal of rivalry and resentment between Admiral Riker and Worf, now governor of a Klingon colony on H'atoria.

Only two of the original bridge crew remain in Starfleet - William Riker becomes an Admiral, and Beverly Crusher, now Beverly Picard, is captain of the medical ship U.S.S. *Pasteur* NCC-58928.



Admiral Picard retires from Starfleet to tend the grapes of his family vineyard in Labarre, France.



Commander Worf returns to the Klingon High Council when relations with the Federation falter.



Data holds the post of Lucasian chair at the prestigious Cambridge University in England.



Geordi La Forge leaves Starfleet's services to pursue a career as an author, to a great deal of acclaim.



SHIP:

U.S.S. ENTERPRISE NCC-1701

LOCATION:

DECK 1

FACILITIES:

SCIENCE STATION

BRIEFING:

FUNCTION & LAYOUT

One of the most important stations on the bridge of a *Starfleet* vessel is the science station from which sensory data is interpreted. On the *U.S.S. Enterprise NCC-1701*, this console is manned most capably by **First Officer Spock**.

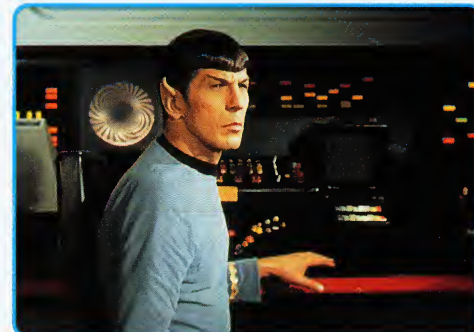
The introduction of the *Constitution*-class starships in the first half of the 23rd-century heralds a new era of exploration and security for the **United Federation of Planets**.

Incorporating the very latest **duotronic** circuitry developed by **Dr. Richard Daystrom**, and the most advanced warp drive, vessels such as the *U.S.S. Enterprise NCC-1701* are perfectly equipped for extended diplomatic and scientific missions due to their expansive research facilities and wide variety of specialists and dedicated equipment. The science officer aboard the *Enterprise* is **First Officer Spock**, and his role is particularly significant due to the huge commitment by *Starfleet* to scientific endeavors. In order to maximize the efficiency of the science officer's administrative role regarding all scientific activities aboard ship, and to ensure the most accurate and up to

date information in their advisory capacity to **Captains Christopher Pike** and **James T. Kirk**, the *Constitution*-class bridge design incorporates a dedicated work station from which the science officer can carry out their duties and communicate effectively with other personnel.

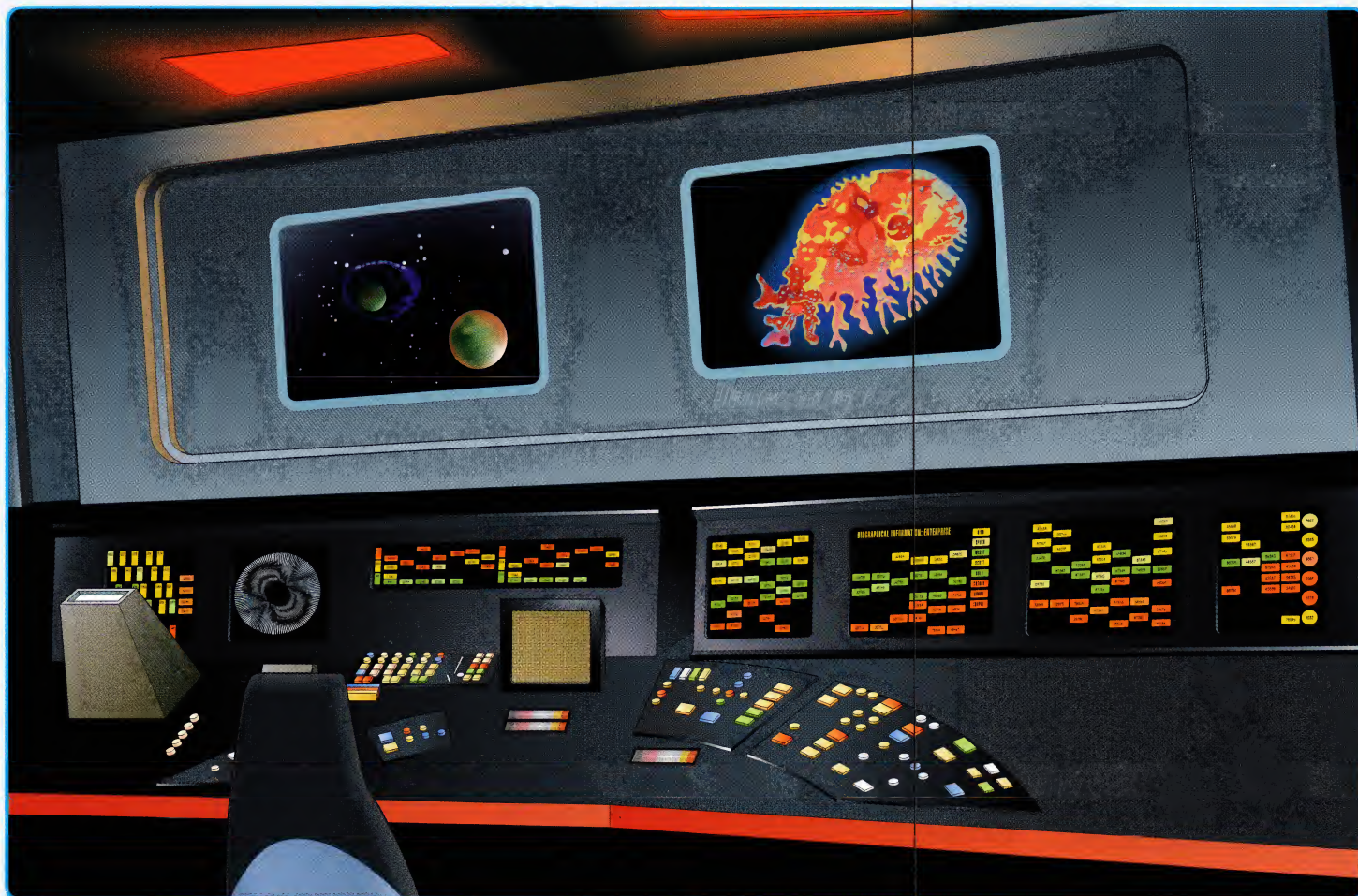
Logical position

The science station is situated to the rear starboard of the bridge, located on the upper raised section that runs around the interior bulkhead walls of this main control area. Forming one of five separate work stations to the right of the **turbolift** doors, the science station is to the left of the communications station, with the usually unmanned navigational subsystem and power distribution console situated to the left of Spock's working area.



Spock is assigned to the science station throughout his tour of duty aboard the U.S.S. ENTERPRISE NCC-1701. His scientific knowledge saves the ship a number of times.

The proximity of his station to the **turbolift** doors means that he is able to exit and enter the bridge extremely quickly, and also has a commanding view of the entire bridge when he rotates his standard *Starfleet* issue chair to face inward away from his main console and displays. The captain's position is also situated very close by, allowing them to reach the station in just a matter of seconds via two wide steps to the elevated deck, or to communicate freely



The science station aboard the ENTERPRISE is comprised of several logically positioned control panels, all of which feature an array of colored toggle switches that are indicative of the 2260's. The workstation has a number of functions, including the interpretation of sensor data, and it can also provide access to the ship's library computer. Two large displays are positioned above the console, allowing data to be shown to other members of the bridge crew in close proximity to the console.





SCIENCE STATION



A raised sensor viewer allows the science officer to monitor detailed analyses as the sensors feed the data through to his station.

with the science officer from their respective seated positions.

The science station is structured in exactly the same way as all of the other eight wall-mounted control areas within the bridge of the *Enterprise*, consisting of an upper raised ledge under which two primary rectangular viewing screens are positioned. The upper ledge has a narrow red band running around it, with secondary illumination for the station provided by two red colored grilles directly above the separate screens. These monitors are situated within a recessed light gray bulkhead panel, and can display a wide variety of scientific and technical information on their flat screen design. The blue bordered displays have rounded edges, and are linked directly to the library computer, which enables the science officer to show everything from spatial anomalies to a crew member's records at the touch of a switch. The images displayed are usually static in nature, although the screens can be used for audio-visual communication purposes if required.

Control layout

Situated directly beneath the dual screens are the main readout displays and control interfaces for the science station. Seven unequally sized rectangular and square computerized screens



A high-backed chair provides comfort for the science officer during long duty shifts, and also allows him to turn toward the main viewscreen with ease.

are integrated into a wide vertical console of a highly polished black material that angles downward and outward away from the bulkhead walls to form the main housing for the various banks of switches and buttons that characterize contemporary Starfleet interface design. The lower ledge of this console terminates in a narrow red strip, and the area directly underneath the console includes easily opened access panels that allow emergency repairs to be carried out.

The seven panels facing the seated science officer are at eye level, illustrating a careful approach to the comfort of the crew that may have to man the position for an entire duty shift, although some reaching has to be carried out to access the displays on the far left and right. Each display has a specific function – working from left to right, display one is the sensor activity monitor that gives an overall appraisal of the ship's various sensors. Display screen two, directly next to it, shows the interference pattern of the sensor's current bandwidth and allows the science officer to fine tune specific sensors. The long, narrow rectangular display directly above the library computer access buttons and integrated audio speaker houses two adjacent bridge library computer monitors, and shows all activity of the library computer on the bridge. The next four displays are all



The science station is situated so that several officers can observe the data that is displayed on its various monitors when necessary.

identical in size and are located in their own dedicated bank – the fourth monitor shows the status of library usage over intra-departmental activity, with the fifth display coordinating the allocation of library computer access between departments. The sixth monitor is used by the science officer to coordinate special departmental projects, while the seventh and final display shows mission-specific scientific activity.

Ready for analysis

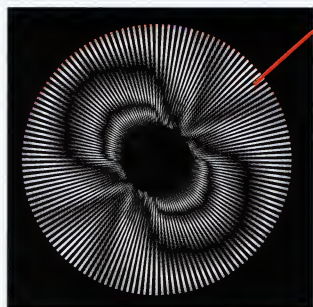
This comprehensive series of visual displays is further enhanced by audio signals from many of the monitors, and while the toggle and push-button technology of the time may be seen as inferior to later Starfleet interface designs, the importance of audible confirmation signals is recognized as important even in these early control systems. A number of control button banks and other equipment vital to the science officer are located directly beneath the monitor screens, along with other equipment vital to the science officer, such as the raised, light gray colored, cone-like scientific sensor viewer that produces a visual real-time display of sensor and library computer data. The science officer can control the display via a small wheel on the left of the unit, and can quickly return to a seated position and utilize the primary library computer access port that is located to the right of the sensor viewer.

Early Starfleet computer systems rely on data discs for long term information storage, and the science officer has the ability to play and record data from this port. Verbal interrogation of the library computer is possible via a speaker located next to the library computer access controls, allowing rapid analysis and evaluation of information as it becomes available.



The science station is designed so that all of the necessary control panels are arranged in a sensible fashion, and within easy reach of the duty officer.

SCIENCE STATION

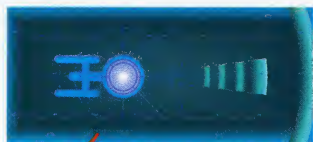
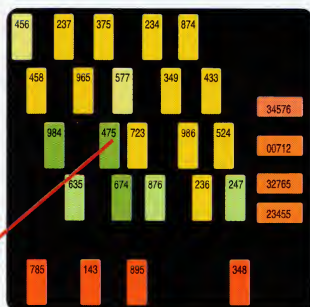


Display unit

One of the most prominent features of the science station is a sensor bandwidth display located close to the viewing unit.

General controls

The science officer is confronted with a vast array of controls when they take their position on the bridge.



Incoming data

The science station receives data from the sensor arrays of the ENTERPRISE, providing information on any incoming threats.



Fine tuning

The various controls allow the science officer to refine their sensor analysis on a particular anomaly or target.

Yeoman Martha Landon

Compassionate and competent, combining resourcefulness and independence with a warm and approachable aspect, **Martha Landon's** attributes bode well for a career beyond the traditionally restrictive role of the **Starfleet** yeoman.

Yeoman Martha Landon is a member of the crew complement of the **U.S.S. Enterprise NCC-1701** in 2267, and, on first sight, appears similar to thousands of other young women who fill the yeoman's role in **Starfleet**. Neat and well groomed, with blonde hair coiled in an elaborate circular braid and ponytail, she cuts an attractive figure – a fact that is not lost on her male shipmates.

Taking the initiative

Landon, however, possesses skills and characteristics that indicate a greater resilience and versatility than most of the young women who gather data on landing parties. Unusually among yeomen of this time, she carries a **phaser** as well as a **tricorder**, and although she is not seen using the weapon, she appears very comfortable with it, having it ready at several points during the **Enterprise's** mission to **Gamma Trianguli VI**.

By the time of the

mission to **Gamma Trianguli VI** on **Stardate 3715**, Landon has begun an intense romantic liaison with the ship's navigator, **Ensign Pavel Chekov**. The two are inseparable, often seeking opportunities to be alone, but their relationship is not deemed by **Captain James T. Kirk** to hamper the efficiency of either officer. In fact, he selects both for the landing party.

At first, the planet seems idyllic; possessed of a pleasant tropical climate, with no harmful bacteria, and edible fruit in abundance, survival looks as if it would be easy and stress-free. But the landing party discover in short order that appearances are not what they seem; **Ensign Hendorff** is killed by a flower that projects poisonous thorns with uncanny accuracy. **Mr. Spock** is incapacitated by the same plant; **Lt. Kaplan** is killed by a bolt of lightning that strikes out of a previously clear sky, and **Lt. Mallory** is killed when he steps on a rock with explosive properties – a seemingly natural landmine. Landon, both seeking and

offering reassurance, is visibly distressed by these fatalities, but she is all business when a security patrol is initiated, seizing her phaser and investigating the perimeter.

Innocence reigns

All of these apparent accidents are carefully orchestrated by **Vaal**, the computer which is worshipped as a god by the gentle and naive humanoid inhabitants of **Gamma Trianguli VI**. These beings call themselves the **Feeders of Vaal**. Vaal is of unknown origin, and has

regulated the climate, environment, and even the population of the planet for centuries, keeping the inhabitants in a state of perfect health for an average lifespan of 10000 years. The price that the natives pay for their health and happiness, however, is being kept in

a state of perpetual innocence, forbidden to love, learn or grow, and utterly ignorant of any concerns other than feeding Vaal – that is, refuelling him with the rich minerals that are abundant on the planet.

The **Enterprise** crew make contact with the

PROFILE OF A YEOMAN

NAME: Martha Landon

LIFE FORM: Human female

RANK: Yeoman

POSTING: U.S.S. Enterprise NCC-1701

REMARKS: Landon possesses an assertive conduct and assured demeanour.

FIRST SEEN: 'THE APPLE' [TOS]



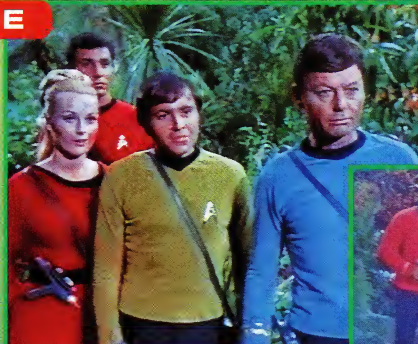
Landon's short-lived, but intense, liaison with Chekov sets off a chain of events that eventually bring down the idyllic civilization of Gamma Trianguli VI.

READY FOR ADVENTURE



★ Wish you were here

Yeoman Landon forms an important part of the landing party. She stands next to Captain Kirk, ready to carry out his orders.



★ Armed and dangerous

Landon joins her fellow landing party members in carrying a phaser when she beams into a potentially dangerous situation.



★ Star-crossed lovers

Landon has succumbed to the charms of bridge officer Chekov, and their romance even continues off the ENTERPRISE.

★ Danger lurks

The beautiful planet hides a series of pitfalls to harm unsuspecting visitors to the idyllic paradise.

OTHER CARDS IN THIS FILE...

98 KEVIN RILEY
101 ENSIGN GARROVICK
109 LT. GALLOWAY

SEE OTHER FILES...

STAR TREK:
The Original Series.....File 68

Yeoman Martha Landon



★ Paradise found

Landon delights in the fruits and flora of Gamma Trianguli VI, presenting the unusual produce to her fellow crew members.



★ Forbidden passions

Landon is distraught to hear of the native's plight of not experiencing physical love, by the order of the machine god Vaal.

★ Close friends

Pavel Chekov and Martha Landon maintain their physical closeness throughout the mission to Gamma Trianguli VI.



★ A kiss is but a kiss

Landon and Chekov embrace, unaware what influences their actions are going to have on the populous. The curious natives start to copy the young lovers' actions.

"These people . . . if they don't know anything about . . . What I mean is, they don't seem to have any natural . . . er, I mean . . . how is it done?"

— Martha Landon questions how the immortal Feeders of Vaal might replenish their numbers.



★ Warm welcome

Landon and the other members of the ENTERPRISE landing party are warmly greeted when they arrive in the village that is home to the people of Vaal.

throw and rendering a second assailant unconscious with a savate kick. She and the other officers prevent the violence from escalating further by avoiding any fatalities.

It is Landon who takes the initiative in apprehending the Feeders of Vaal, and, with the assistance of Chekov and **Dr. Leonard H. McCoy**, keeps them incarcerated long enough for Captain Kirk and Spock to orchestrate an attack upon Vaal with the *Enterprise's* phaser banks. Vaal is forced to drain its energy reserves in order to generate shields against the *Enterprise's* barrage, and, with its Feeders forcibly prevented from refuelling it, eventually reaches the end of its resources.

Emerging from the shade

Vaal is destroyed, and the long intellectual childhood of the Feeders of Vaal is at an end. Now, facing their own decisions and responsibility for their own lives, they have the chance to develop into a civilization, rather than be the stagnant community they were.

An analysis of Yeoman Landon's performance on the Gamma Trianguli VI mission would seem to indicate that the support and administrative duties of a Starfleet yeoman, although she performs those tasks in an exemplary manner, are an insufficient challenge for her temperament and abilities. Her self-defense skills, phaser training, and physical courage, as well as her ability to exercise her initiative while respecting the chain of command, would seem to indicate that a change of career track, perhaps a transfer to the security branch, would make the most effective use of her sterling qualities.

Feeders of Vaal, and initially the natives appear friendly; hospitality is offered, and the limited information the Feeders of Vaal have is given freely to the Starfleet personnel. Landon is surprised and appalled to hear that Vaal forbids romantic love and affection amongst the people in his charge. Landon's demeanour is usually confident and assertive, yet she displays a curious reticence when discussing the Feeders' repressed reproductive impulses with her fellow crew members.

Later, when Landon and Chekov believe themselves to be alone, their affectionate conduct is surreptitiously observed by two of the natives, **Makora** and **Sayana**, who are inspired to act on the mutual attraction they have long felt, but never dared express before.

Alien revolt

Vaal, outraged by the influences that the Starfleet officers are having upon his servants, orders the Feeders to attack the landing party. Such violent conduct is alien to the native's previous experience, but unfortunately they prove to be swift learners, and **Crewman Marple** quickly falls victim to a mass attack.

Landon keeps a cool head and shows restraint when the *Enterprise* personnel are attacked. A decision to fire upon their attackers would seem justifiable given that four of the nine landing party members have been killed by the time of this attack, and the survivors are heavily outnumbered by an enemy intent on using lethal force. Landon, however, engages her opponents in unarmed combat, disabling one man with a judo

HAND-TO-HAND COMBAT

Protection from the locals

Landon is a member of a landing party on the planet Gamma Trianguli VI when the natives, spurred on by their computer "god," Vaal, attack the *Enterprise* personnel. Despite being severely outnumbered and knowing that the natives have already killed one of her crewmates, Landon keeps a cool head, disabling two of the attackers without requiring any assistance from her fellow officers, and without escalating hostilities with the use of phaser fire.

▶ Self defense

Landon eschews the use of her Starfleet phaser when dealing with the angry local inhabitants, instead using non-lethal combat to subdue them. She succeeds in swiftly overpowering her assailants, despite the fact that they are much stronger than her.



FILE 47 BAJORAN PERSONNEL

Minister Jaro Essa

Jaro Essa takes Bajor to the brink of civil war to fuel his own warped ambitions, and his belief in how the recovering world should progress. Little does he realize that in doing so, he is delivering the Bajoran people to their most hated enemies.

In an independent assessment of the **Bajoran provisional government** in 2370, it is labeled as 'a contingent of political opportunists too busy fighting among themselves to care what happens to their world.' **Jaro Essa** cultivates an image in contrast with this damning evaluation, whereas in fact he embodies the rot.

Jaro is a minister in the fledgling provisional government set up on **Bajor** when the **Cardassian** occupation force finally withdraws from the world in the year 2369. He is an impressive figure, with a rich voice and a magnetic manner – two significant advantages for someone who wishes to go far in public service. He can deliver impressive but sincere-sounding rhetoric when the occasion demands. He personally travels to the **Federation** station **Deep Space Nine** to greet the returned war hero **Li Nalas** following his daring rescue from a labor camp on **Cardassia IV**, and

later bestows the newly-created title of **Navarch** on him. Jaro's speech announces that the moment will be one remembered by generations of Bajorans, and this appeals to the sense of pride and national esteem of the assembled crowds.

Authoritative position

Jaro is a politician first and foremost, and, in true political style, he wears the metaphorical face appropriate for his audience. His position calls for him to chastise **Major Kira Nerys**, the ex-resistance member behind the **Li Nalas** operation and he officially warns her that the next time she disobeys orders, it will be the end of her military career. Yet he offers Kira his private thanks for her efforts.

Jaro's duplicitous agenda runs much deeper than this. He appears to be a voice of reason amid the factional infighting that escalates following the loss of Bajor's religious figurehead, **Kai Opaka**, in 2369. He informs

PROFILE ON JARO ESSA

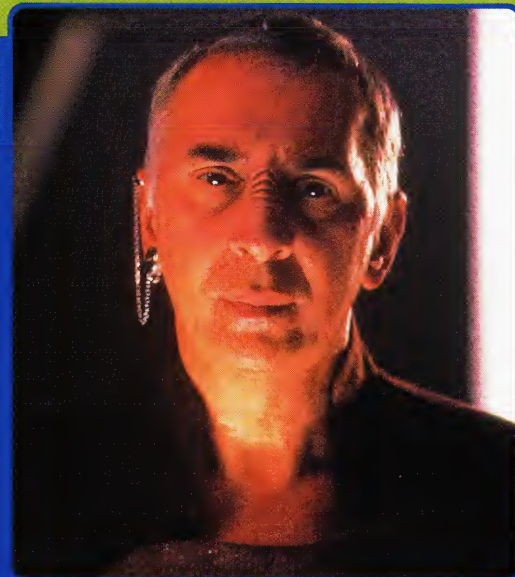
NAME: Jaro Essa

LIFE FORM: Bajoran male

STATUS: Forced from power after revelations about his political party.

REMARKS: Jaro Essa manages to balance his political career with his beliefs that Bajor should return to more orthodox outlooks. He continues this by creating the **Alliance for Global Unity**, a terrorist sect for overthrowing the weak provisional government.

FIRST SEEN: 'The Homecoming' [DS9]



▲ Jaro Essa proves to be firm in his beliefs. He takes his anger at the provisional government, and creates a more militaristic opposing movement.

★ **Beliefs**
Jaro Essa and Vedek Winn appear to have similar beliefs about the future of Bajor.



PLAYING FOR POWER



★ Promises

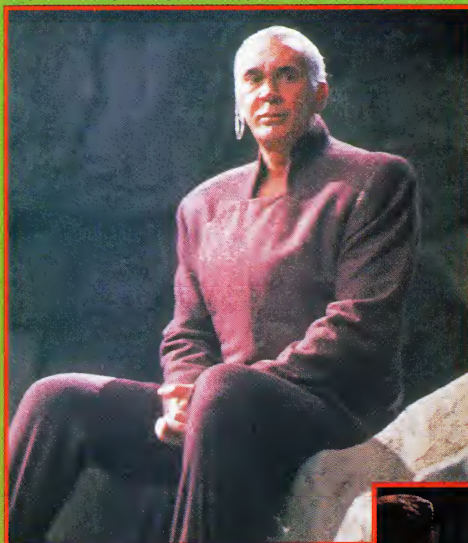
Jaro assures Vedek Winn that he will install her as the new kai if he achieves his political goals.

★ Removing opponent pieces

In order to prevent Li Nalas from opposing his rise to power, Jaro arranges for him to work on station **DEEP SPACE NINE**.



Minister Jaro Essa



★ Secret machinations

Jaro Essa forms The Circle in an attempt to lead Bajor to a more independent future.

campaigns and escalating terrorist efforts from the labyrinthian caves beneath the **Perikian peninsula**.

Jaro forms The Circle movement out of his overwhelming contempt for the provisional government. He sneers at the fact that they cannot even agree on whether it is a government, so they label it 'provisional,' this is simply a euphemism for powerlessness in his eyes. He believes the key to returning respect and self-determination to the Bajoran people is emphatic leadership – the kind he can provide.

Ambitious minister

Jaro is prepared to go to extraordinary lengths, and condone great bloodshed to meet his ambitions. He believes in violence as a means to an end, and builds up an impressive arsenal to fight his war. He also abducts Kira to

"The last thing I need right now is a great war hero capturing the devotion of the Bajoran people."
— Minister Jaro Essa



★ Lives in danger

Major Kira is kidnapped by The Circle in order for them to gain information on Starfleet's possible reactions.



★ Bargaining

Jaro appeals to the power hungry Winn to support him during his power play.



★ Revelations

Major Kira reveals that The Circle's guns are ultimately Cardassian in origin.

gain information about the likely reaction of **Starfleet** to the strife, and he thinks nothing of using torture as an incentive when bribery has no effect. Jaro acknowledges that these 'skills' were learned from the hated Cardassians, and yet he has no problem with employing them.

The minister is a political animal, and he recognizes the need to form alliances. He turns to **Vedek Winn**, an equally power-hungry opportunist, in order to fulfill his political ambition. She stands for a return to orthodox values, as does Jaro. He offers her the prestige of having the new leader of Bajor as a



★ A very public figure

Jaro proves to be a very adept public speaker, and is able to get many people on his side with his speeches.



★ Allies

Vedek Winn approves of Jaro's viewpoint, and pledges to support him during his attempts to take power.

member of her modest religious order, plus his promise that the day after he is elected, he will direct the vedek assembly to install her as the new **kai**. Winn can tell the people that the **Prophets of Bajor** have blessed Jaro in his bid for leadership.

Jaro's carefully-planned movement is threatened by the return of the much-loved Li Nalas, prompting him to take steps to remove the war hero from the local picture. He recognizes the importance of keeping Li alive: dead he will be a martyr, but alive he seals The Circle's victory. He says he will offer Li anything to gain his support once he has taken control of Bajor – a sound political decision.

Li finds himself replacing Kira as Bajoran liaison officer to **Deep Space Nine** – as far away from the political scene as he could be. Jaro deftly paints this as removing Li from potential danger in the unsettled capitol, and also as a promotion for Kira. His statesmanship comes into play once more as he placates the annoyed **Commander Benjamin Sisko**, though he makes an uncharacteristic stumble when he states he was under the impression that Kira had given Sisko nothing but trouble. Sisko immediately asks who gave the minister this inaccurate impression, and Jaro is momentarily lost for words.

Once the rebellion is armed with guns supplied by **Kressari** traders, it snowballs into fighting; the tensions pent up during the Cardassian occupation finds a new direction of release. The militia is now placed in the difficult position of firing on fellow countrymen.

Almost successful

Jaro comes within a whisker of achieving his goals and toppling the provisional government, but the eleventh-hour revelation that The Circle's arms have actually been supplied by the Cardassians – eager to create unrest in their former territory – is his downfall. He faces down Kira, the bearer of the news, with consummate aplomb, but the proof speaks for itself.

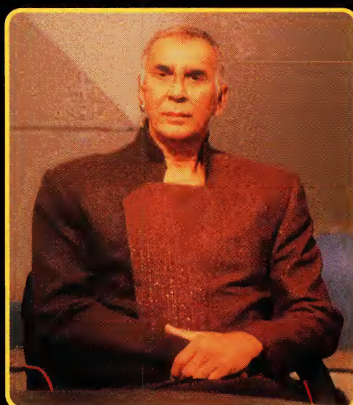
Minister Jaro claims he will fully support and co-operate with the Council of Ministers' subsequent investigation. Their findings are unknown, but the Cardassian connection swiftly spells the end of The Circle's influence, and most likely Jaro's career. It is no surprise that such a political beast should find himself undone by the dirty politics in which he has immersed himself.

A GROWING DISCONTENT

The Circle

Jaro is not alone in his conservative ideals. Many ordinary Bajorans grow impatient with the provisional government's lack of action and look to other avenues, such as The Circle. The alliance's emblem begins appearing all over Bajor, and rioting grows more intense along with it.

The movement is armed for a coup by **Kressari** traders – gun runners for the Cardassians – and this proves to be its undoing. Yet it is hard to believe that this fact will quell the rebellion permanently.



★ Disappointed leader

Jaro forms The Circle at his personal disappointment at the existing government's failings.

Beata

Mistress Beata is the personification of her gender on the planet Angel One — confident, healthy, and used to a dominant position. In 2364, she is placed in the unenviable position of defending the established social order.

Angel One's society is an anomaly when compared with the enlightened Federation of the 24th century. The female is considered superior to the male in every way; she is the hunter and soldier, the intellectual and creator whereas the males exist to serve and be dominated. The planet's entire civilization is built on this tiered class system: **Mistress Beata** holds the highest office on the sparsely-populated **Class-M** world. She holds the title of **The Elected One**, and heads up a parliamentary body of six elected Mistresses; it is likely that the status quo has been maintained by restricting the vote in this constitutional oligarchy to the female citizens.

Beata is a prime example of the Angel One women. She looks tanned and fit, with flowing fair hair. She is also a formidable person, and commands the absolute attention of her

court of Mistresses, even if she is ultimately responsible for that court. She listens to their advice and abides by their votes, though she undoubtedly has a strong voice in any discussion.

Close contact

Starfleet affords the different Angel One culture due respect, and the organization's command is adamant that its captains maintain excellent diplomatic relations with Beata's government. Members of an away team from the **U.S.S. Enterprise NCC-1701-D** even present her with a gift of an **Albeni meditation crystal** in 2364. The Elected One feels that a diplomatic courtesy call from the Federation is neither expected nor required, but she nevertheless makes the initial audio contact herself. She treats her offworld visitors as petitioners who should be grateful for her time; they are instructed to kneel when she arrives, and she has no qualms about

keeping them waiting while she decides on her response to them.

Beata is evidently very proud of her world, and feels that her society stems from the "natural order of things." She describes the men on Angel One as the fortunate ones. The women devote themselves to the duties and responsibilities

of making life work, while the males enjoy all the fruits of the female's labors; the flip side to this argument might be that the opposite sex has no say and is given little respect.

Beata is easily provoked by any male whom she feels has got above himself. She deals with the mere hint of confrontation starkly, making certain that her superiority and that of

PROFILE ON BEATA

NAME: Beata

LIFE FORM: Humanoid female

RANK: The Elected One, head of the six person parliamentary body.

REMARKS: Beata is the matriarchal leader of the Angel One civilization. She is happy to keep the status quo of the female-dominated society, and fears any change or challenge to her otherwise accepted authority. Her rule is harsh due to many years of remaining unchallenged.

STARSHIP LOG: 'Angel One' [TNG]

Beata is a beautiful individual, strong of character and beliefs. She makes an ideal leader for a society that has embraced the idea that women are the superior sex.



A STRONG FIGUREHEAD

★ Matriachal rulers

Angel One is ruled totally by women, capped by the elected Mistresses of the parliament. Men are merely there to look pretty.



★ A thorn in the side

Beata sees the Federation visit as an opportunity to remove Ramsey and his crew, preventing him from causing trouble in her civilization.



★ Second contact

The Federation has not visited Angel One in over 60 years; Data, Yar, Riker and Troi are the first visitors in a long while.

★ Attraction

Beata dresses Riker in the traditional garb of the Angel One males, making him more attractive to her.



Beata

her council is undisputed at all times. She consents to a private meeting with **Commander William T. Riker**, first officer of the *Enterprise*, but for this she insists that he wear the spartan local outfits favored by Angel One men.

The language of love

Beata cannot help but be interested in Riker and she tells him that he attracts her like no man ever has. The source of this great appeal is that he is so different to the local men – he is tall, strong, and not downtrodden; it is refreshing for her to find a male who knows what he wants and does not have to be told. The Elected One initiates the first move, as befits her position, making the commander a drink. The codes and forms of romance are universal, and Angel One is obviously no exception. Beata changes into a more revealing dress, touches Riker's arm flirtatiously, and talks seductively about his eyes.

The *Enterprise* away team transport to Angel One to look for survivors from the freighter **Odin**, which was damaged in an asteroid collision some seven years previously. Beata claims that the survivors accepted her world's hospitality, but then started making unreasonable demands and going against the natural order – in other words, the men would not settle for second-class status. They are now fugitives from justice. Beata is a canny woman. She is aware that **Ariel**, one of her elected council, has been secretly consorting with the leader of the Federation survivors, **Ramsey**. She appears to view this as a betrayal of their way of life and her individually – though the echoes of her own attraction to Riker escape her. Beata's interest in

★ A voted power

Beata greets her visitors flanked by her government, and her almost constant companion, Trent.



★ Stature

Beata cuts a tall, beautiful yet imposing figure, and the wide shoulders of her robes help emphasize her powerful stance.

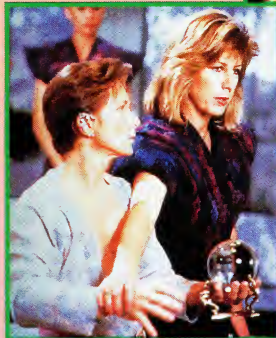
★ An equal

Beata is attracted to Riker because he shows unusual defiance to her strong will.



★ Betrayal

Beata's subordinate is found to be having a relationship with Ramsey, throwing her beliefs into question.



★ Death

Beata orders the execution of Ramsey and his cohorts by vaporization. Trent holds the activation mechanism.

"Mistress Beata invites you to witness this morning's reaffirmation of Angel One's moral imperative."

— Trent delivers Beata's euphemism for murder

the **Starfleet** officer, however, does not stop her from sentencing the men and their partners to death when they are finally captured.

A change of heart

Beata is prepared to entertain other options, such as the men leaving aboard the *Enterprise* of their own volition. She is even prepared for their native Angel One partners to accompany them. The prisoners refuse, however, as the *Odin* survivors now view the planet

as their home and they even have young children. They wish to remain and live their lives as they see fit – but this is a bridge too far for Beata. She firmly believes that Ramsey's heretical teachings are inconsistent with harmonious life on Angel One. The Elected One resolutely invokes the death penalty, as she sees removing the problem permanently as the only way to safeguard her society. She even justifies the vaporization technique used as swift and

painless. Her intransigence blinds her to Riker's argument that Ramsey's presence is simply reinforcing the waves of dissent and the change in societal perspective between men and women that have already begun sweeping Angel One.

Beata has an eleven-hour change of heart, however. She cannot bring herself to go through with the vaporizations – though whether she is persuaded by conscience, Riker, or the thought that the deaths of Ramsey and company would turn them into martyrs is uncertain. She stays the execution and adjourns with her government to reconsider the situation. Ramsey's group is eventually sentenced to exile to a distant and unpopulated region of Angel One.

Beata knows that she cannot stop a revolution in sexual politics, but she hopes to reduce the speed at which it occurs to a slow crawl. She has a zealous belief in her people's traditional way of life – but whether this is a genuine concern or simply the politics of retaining her power is a point yet to be confirmed.

DEVOTED SERVANT

Trent

Beata's favored male attendant, Trent, is typical of Angel One males. He is very quiet, and small in stature, and he wears perfume to enhance his appeal. He responds to a snap of the Elected One's fingers, and his duties include conducting visitors to quarters and delivering messages. He also operates the vaporization machine, though he does not look happy to be doing so.

Trent seems dependent on Beata's favor for his happiness. He looks unhappy when she makes snide comments about the local males not being strong enough. He is also clearly jealous of Beata's interest in any other male, though it is not known if there is a sexual history between them.



▲ Acting on impulse

The women of Angel One like their men to be clean and to smell exotically perfumed.

◀ Trent's idol

Trent obviously holds Beata in high esteem, and shows signs of jealousy at Riker's presence on Angel One.

Sentient Holocharacters

Starfleet's recreational holodeck technology can often produce surprising results if its operating parameters are not correctly set, or if the program is left running for too long: the fake players within its scenarios can become self aware and develop sentience.

A sentient being can be described as one that is self-aware, can adapt to its environment, and has the ability of learning and reacting to external stimuli in order to further its own development. While controversy surrounds the legitimacy of holographic beings, there have been several instances of sentient behavior from holographic characters.

Starfleet's first encounter with an advanced hologram is in 2364, when, during an upgrade of the computer systems aboard the **U.S.S. Enterprise NCC-1701-D**, the **Bynars** develop a holocharacter of enormous sophistication. Whether the creation is sentient remains a subject of debate, but it does respond to stimuli, and remains active to fulfill its function of distracting **Commander William Riker** from the Bynar's attempts to hijack the **Galaxy**-class vessel and use its computer to restart their own computer system on their homeworld. The Bynars develop a female human with the name **Minuet**; this character is designed to react specifically to the

requirements and expectations of William Riker's character, creating a perfect match for him within the **holodeck**. Her sophisticated subroutines are enough to captivate Riker, and Minuet is almost successful in keeping him detained until suspicions arise. The crew are successful in helping the Bynars restart their vitally needed computer, but the sophisticated programming integrated into the holodeck is removed by the Bynars on leaving the vessel. Minuet loses her character and sentience, much to the disappointment of Riker.

Playing the villain

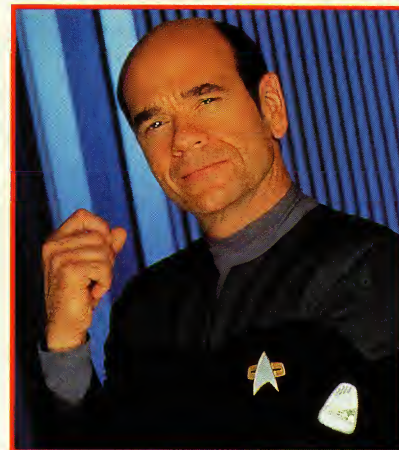
In 2365, a far more long-lasting holographic sentience is created by the computer of the *Enterprise* after **Chief Engineer Geordi La Forge** instructs it to create a facsimile of Sir Arthur Conan Doyle's villainous Professor James Moriarty. Charged with possessing the capability of defeating **Lt. Commander Data** in his holodeck role of Sherlock Holmes, the resulting holocharacter is so complex it becomes a life form in its own right, possessing its own consciousness and understanding of its existence. His obvious sentience leads **Captain Jean-Luc Picard** to save his program from erasure, and he promises to reactivate it when a means can be found to give Moriarty physical form, thus allowing him to live outside the confines of the holodeck. Moriarty, however, is left in storage for four years, leading him to become extremely bitter and vengeful toward Captain Picard. In 2369, however, he attempts to escape from the holodeck through the use of an elaborate simulated world. Captain Picard eventually convinces Moriarty that he is able to leave the holodeck, when in fact he still exists within an extremely powerful

computer generated environment. This way, Moriarty believes that he can explore the Universe with his partner, **Countess Regina Bartholomew**, until the technology exists for him to survive outside of the holodeck.

Emergency help

Thanks to **Dr. Lewis Zimmerman's** experiments into holographic imaging in the late 2360's, and the development of characters capable of intellectual and cultural growth, a permanent holographic system is introduced into all Starfleet vessels in 2371. These holograms are designed to replace medical staff for short periods of time, and are designated **Emergency Medical Holograms**.

The resident EMH aboard the **U.S.S. Voyager NCC-74656** has developed far in excess of his original specification, possessing his own character and relationships with the rest of the **Intrepid**-class crew. The **Doctor** is capable of full mobility thanks to his revolutionary 29th-century **holoemitter**, and has come to be regarded as a living being by most of the crew; nevertheless, the Doctor's journey for acceptance has not been an easy one. The level of his sophistication is down to the firm engineering developed by Dr. Zimmerman.



▲ **The Emergency Medical Hologram gains his sentience through prolonged usage of his subroutines, plus tinkering the EMH has done himself with his program.**



▲ **Minuet is a highly sophisticated hologram who Commander Riker grows particularly close to in 2364. She is designed to be the perfect mate for the first officer.**



▲ **Professor James Moriarty gains sentience through a programming error. The amiable villain holds the ENTERPRISE ransom in an attempt to gain his freedom.**



▲ **Dr. Lewis Zimmerman is a pioneer in holographic technology. His matrixes are the basis for all EMH programs installed in Starfleet vessels.**

▶ **The Doctor meets a group of sentient holograms fleeing from their Hirogen oppressors in 2377, and is almost persuaded to join their ranks.**



Sentient Holocharacters



▲ The holoprogram **Insurrection Alpha** is adapted by **Seska** into a trap for unsuspecting officers seeking recreation on the holodeck.

The former **Cardassian** spy **Seska** employs sentient holocharacters to a far more insidious end shortly before her defection to the **Kazon-Nistrim** sect from *Voyager* in 2371. Discovering the incomplete holographic tactical training scenario **Insurrection Alpha** written by **Lt. Commander Tuvok**, **Seska** rewrites the possible **Maquis** mutiny to act as a trap for anyone who reopens the program's narrative file. Developing a highly sophisticated self-aware holographic version of herself, the holographic **Seska** is programmed to take control of the scenario and commandeer *Voyager*. She is nearly successful when the program is reactivated in 2373 by **Lt. Tom Paris**, leaving him and **Tuvok** ensnared in her trap. **Captain Kathryn Janeway**



▲ The **Leonardo da Vinci** program is stolen, finding himself on a different planet. He swiftly turns his ingenuity to forging an escape route.

eventually defeats the holographic **Seska** after she is successful in reprogramming parts of the simulation, effectively bringing to an end this 'worst case scenario.'

Leonardo unleashed

One character that becomes far more aware of their surroundings than originally intended is **Leonardo da Vinci**. Following his theft by the pirate **Tau** along with vital *Voyager* technology in 2374, **da Vinci** is confronted with an environment very different to his own and has to adapt to life within it. The year 2374 also heralds the interactive creation of the sixties Las Vegas singer **Vic Fontaine** by **Felix**, a friend of *Deep Space Nine's* **Dr. Julian Bashir**. This remarkable, highly sophisticated, simulation not only captures an authentic personality and singing style, but

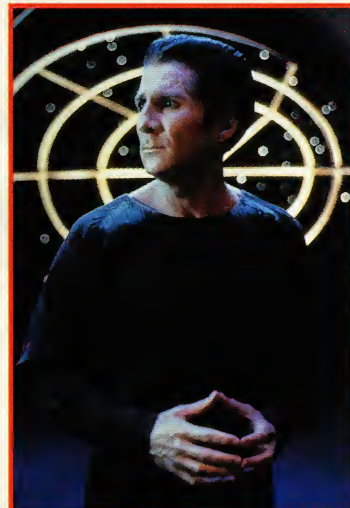


▲ The hologram **Vic Fontaine** shows himself to be self-aware, and remarkably adept at dealing with the turbulent love lives of his friends.

is also self-aware in order to give him an attitude appropriate for the period. Referring to himself and fellow holograms as 'light bulbs,' **Fontaine** is programmed to be highly perceptive concerning interpersonal relationships, and is a source of valuable advice to **Bashir** and **Odo** on their love lives.

In 2376, the characters in **Tom Paris's Fair Haven** holoprogram starts to show signs of sentience, simply because of programming difficulties, and the long time that the simulation has been running. The holograms eventually stage an uprising, fearing that their village is being overrun by 'spirit folk.'

The decision to share holographic technology with the **Hirogen** by **Captain Janeway** in 2374 backfires somewhat three years later. A number of reprogrammed holocharacters



▲ The holographic unit **HD-25** proves to be unhinged after years of abuse. As a result, he undertakes a murder spree in which he kills his employers.

based on **Alpha Quadrant** races escape a holographic **Hirogen** training facility. Led by **Iden**, these sentient beings have enhanced memories, comprehensive tactical algorithms, and expandable data processing deliberately engineered into them, as the **Hirogen** say; capable prey make the hunt more challenging. The majority wish to find a place in which to live peacefully, although some want to inflict as much suffering on the solids as they have endured during their brief existence.

THE ACCIDENTAL CREATION OF PEOPLE

Aliens creating sentience in holocharacters

In 2369, an unknown **Gamma Quadrant** race utilize the image of the professional baseball star **Buck Bokai** in an effort to learn more about humans aboard station *Deep Space Nine*, choosing one of **Commander Benjamin Sisko's** favorite holographic recreations for this purpose. A far more urgent reason is used by the semi-organic spaceborne emergent life form picked up by the **U.S.S. Enterprise NCC-1701-D** in 2370. The emergent life form causes the vessel's computers to link together and adapts **Dr. Beverly Crusher's** **Orient Express** holoprogram

to communicate their desperate need for **verition particles**. Interfacing with several holocharacters, they create a sequence symbolic of their struggle to survive. This results in **Captain Picard** ordering the ship to a nourishing white dwarf star that allows them to flourish. In 2371, photonic life forms are accidentally snared when energy samples are taken by the **U.S.S. Voyager NCC-74656**, and one retaliates by occupying a holodeck recreation of the classic tale **Beowulf**, taking the part of the monster and converting any *Voyager* crew member on the holodeck into energy. The **EMH** is finally able to convince the creature to restore the missing crew members when its fellow beings are returned.



▲ A glut of fantasy characters appear on **DEEP SPACE NINE**, including **Rumplestiltskin**, and **Buck Bokai**. They are manifestations of **Gamma Quadrant** aliens.



▲ Aliens from the **Fifth Dimension** start to attack the residents of **Planet X**, not realizing that it is really a holodeck creation aboard the **U.S.S. VOYAGER**.

▲ In 2370, an emergent life form integrates itself into the **ENTERPRISE** computer system, using the **Orient Express** holoprogram for basic communication.



STAR TREK GENERATIONS Index

Part 2

In an effort to return to the Nexus, Dr. Tolian Soran forms an unlikely alliance with Lursa and B'Etor. During the course of their plot they bring about the destruction of the *U.S.S. Enterprise NCC-1701-D*, and the inhabited world of Veridian IV. Soran seems assured of success until the intervention of a long-thought dead Starfleet legend.

PERSONNEL



The Duras Sisters
File 48 Card 16

▲ The Duras sisters, Lursa and B'Etor form an alliance with Dr. Tolian Soran in 2371. They intend to use his trilitium weapons to reconquer the Klingon Empire.

KLINGON BIRD-OF-PREY



▲ The Duras sisters use a B-12-class KLINGON BIRD-OF-PREY to attack the *U.S.S. ENTERPRISE NCC-1701-D*. Despite being outclassed, the Klingons use knowledge of the *ENTERPRISE*'s shield frequency to launch a devastating attack before they are destroyed.

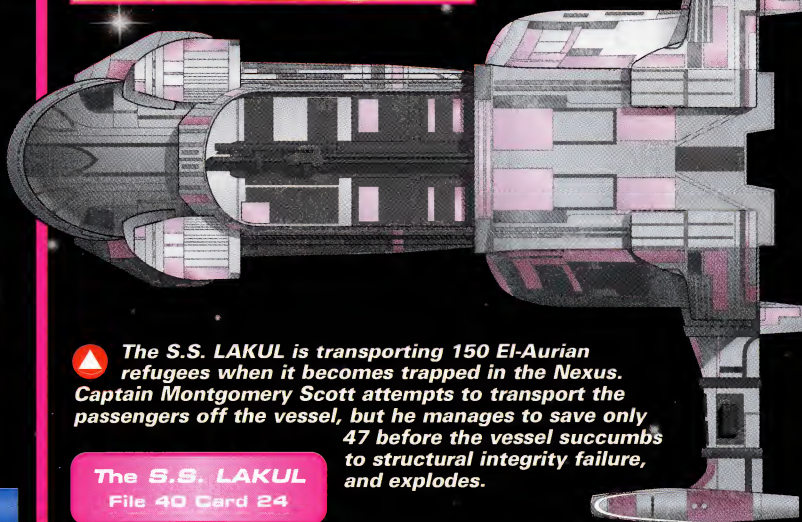
KLINGON BIRD-OF-PREY
File 34 Card 1

EL-AURIANS AND THE S.S. LAKUL



The El-Aurians
File 18 Card 93

◀ The *U.S.S. ENTERPRISE NCC-1701-B* comes to the aid of two El-Aurian refugee vessels trapped in the Nexus.



▲ The *S.S. LAKUL* is transporting 150 El-Aurian refugees when it becomes trapped in the Nexus. Captain Montgomery Scott attempts to transport the passengers off the vessel, but he manages to save only 47 before the vessel succumbs to structural integrity failure, and explodes.

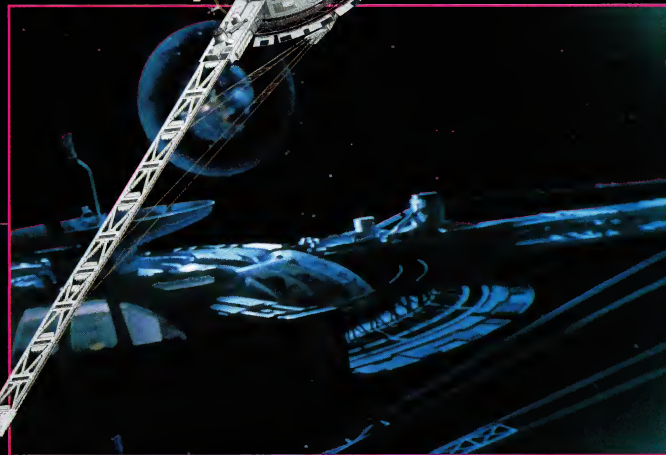
The *S.S. LAKUL*
File 40 Card 24

AMARGOSA OBSERVATORY

The AMARGOSA OBSERVATORY
File 32 Card 14

▼ The AMARGOSA OBSERVATORY is a small Federation outpost that monitors the spatial bodies throughout the immediate area. The El-Aurian scientist Dr. Tolian Soran is stationed here in 2371.

▼ The sun at the center of the Amargosa system explodes, condemning the AMARGOSA OBSERVATORY to destruction.





Star Trek Generations Index Part 2

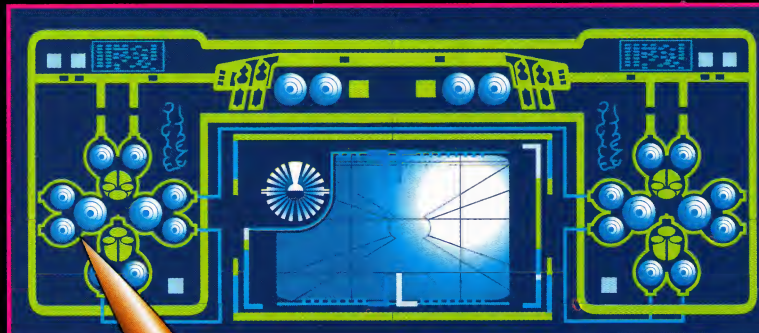
PERSONNEL



Dr. Tolian Soran
File 53 Card 2

▲ Soran's only goal in life is to return to the Nexus. He is willing to sacrifice the 230 million inhabitants of Veridian IV in order to achieve this.

SORAN'S MISSILE LAUNCHER



▲ The control and launch interface of Soran's missile includes two primary input boards, and a countdown launch clock indicator among its displays.

▶ Soran's missile carries a trillithium warhead, and is capable of destroying a star. When Soran originally succeeds with this, the Nexus Energy Ribbon is diverted to intercept his mountaintop base on the planet Veridian III.



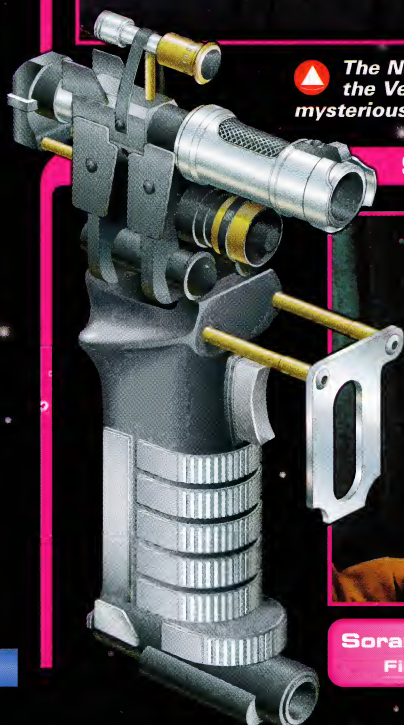
Soran's Missile Launcher
File 60 Card 19

THE NEXUS



▲ The Nexus Energy Ribbon heads toward Soran after he has destroyed the Veridian star with his trillithium probe. Soran is absorbed into the mysterious anomaly as it sweeps over his camp.

SORAN'S HAND WEAPON



Soran's Hand Weapon
File 60 Card 19A

▲ Soran's unique gun has a pivoting action, enabling the barrel to rotate through 90 degrees before it is fired.

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78 STAR TREK GENERATIONS

N update

Nagal Residence

Dwelling provided for Ferenginar's leader, the **Grand Nagus**. The **Nagal Residence**, not far from the **Tower of Commerce**, is so luxurious that even the waste extraction fixtures are **latinum**-plated. (*Starship Log: 'The Dogs of War' [DS9]*) **SEE FILES 14, 51, 70**

naj

Klingon term for an illusional reality that appears immediately after death for those Klingons who deny their own passing. **Brok'Tan** called naj the "dream before dying." (*Starship Log: 'Barge of the Dead' [VOY]*) **SEE FILES 11, 71**

Nakan

Humanoid **Delta Quadrant** group. Eighty-two Nakan colonists were killed on **Tarakis** by **Commander Saavdra** and his troops when an evacuation went awry. **U.S.S. Voyager NCC-74656** crew members were forced to relive the Nakan massacre 200 years later. (*Starship Log: 'Memorial' [VOY]*) **SEE FILES 18, 71**

Namon

Photometric novice **Vori** soldier, from the **Fourth Vori Defense Contingent**, who captured **Chakotay** after his **shuttlecraft** landed in the middle of a Vori military training simulation. (*Starship Log: 'Nemesis' [VOY]*) **SEE FILES 18, 71**

Naroq, Deputy Investigator

Mid-level functionary for **Kesat Security** who was often ridiculed for his ideas about the legendary **Ba'Neth**. Naroq's unique **photolitic** technology became a bargaining chip with the Ba'Neth that saved **Tuvok** in 2376. (*Starship Log: 'Riddles' [VOY]*) **SEE FILES 18, 71**

Narva Colony

Location often referred to by **Dala** during her various con schemes in 2376. In her stories, orphans are the predominant life form on the Narva Colony and, invariably, are in great need. (*Starship Log: 'Live Fast and Prosper' [VOY]*) **SEE FILES 58, 71**

Neelix [2]

Reginald Barclay's pet cat who was, not surprisingly, low on social skills. Barclay declined a date with his boss's sister-in-law to spend the evening with Neelix. (*Starship Log: 'Pathfinder' [VOY]*) **SEE FILE 71**

Lt. Reginald Barclay's affection for his cat Neelix sometimes takes priority over his cultivating human relationships.



A neurogenic interface was integrated into the systems of the ship Tom Paris named ALICE, and allowed the pilot's thoughts to be transmitted to the command interpreter.

Neelix 651

Replicator name for pasta soup. Neelix 651 was a meal option on the **Delta Flyer** that appealed to both **Captain Kathryn Janeway** and **Tal Celes** during a survey mission. (*Starship Log: 'Good Shepherd' [VOY]*) **SEE FILE 71**

netrazine

Medicine used to alleviate radiation poisoning. After a chrono-kinetic surge overloaded the ship's **EPS relays**, **Tom Paris** prescribed netrazine. If netrazine is unavailable, **analeptics** can be used. (*Starship Log: 'Shattered' [VOY]*) **SEE FILE 71**

neural suppressant

Starfleet pharmaceutical used to dull a person's vulnerability to illusions and empathic-type communications. The **Doctor** prescribed neural suppressants to make manageable the influences of **chaotic space**, the **Tarakis obelisk**, and to the voices of the **Borg collective**. (*Starship Log: 'The Fight' [VOY]*) **SEE FILE 71**

neuro-depolarizer

Implant used by **Section 31's Agent Sloan** to scramble his neural pathways and defeat post-mortem memory extraction. **Dr. Julian Bashir** and **Chief O'Brien's multitronic engrammatic interpreter**, however, bested the effects of the neuro-depolarizer. (*Starship Log: 'Extreme Measures' [DS9]*) **SEE FILE 70**

neurogenic interface

Advanced control system connecting a user's thoughts to a device's command interpreter. The small ship that **Tom Paris** christened **Alice** had a neurogenic interface that secretly gave the system control of the user. (*Starship Log: 'Alice' [VOY]*) **SEE FILES 40, 71**

neurogenic field

Coalesced brain wave energy generated by a number of individuals in a hyper-rem sleeping state. Brain waves in a neurogenic field share the same brain wave pattern. (*Starship Log: 'Waking Moments' [VOY]*) **SEE FILE 71**

Nagal Residence
naj
Nakan
Namon
Naroq, Deputy Investigator
Narva Colony
Neelix [2]
Neelix 651
netrazine
neural suppressant
neuro-depolarizer
neurogenic interface
neurogenic field
neurogenic pulses
neurogenic energy
neutronic
Nightingale
Norcadia
norepinephrine
Nova class
Novakovich, Andrei
Nunk
Nuria
nutritional supplement 1487
Nuu'bari
nyocene gas



Eighty-two Nakan colonists died while being evacuated from Tarakis by Commander Saavdra.



Naroq's belief in the mythical Ba'Neth may seem fantastic, but his photolitic technology ultimately leads to their discovery, and a cure for Tuvok's condition.



neurogenic pulses

Broadcast packets from the **synaptic transmitter** located on **Tarakis** in the **Delta Quadrant** designed to implant memories of the **Nakan Massacre** in those traveling through the **Tarakis system**. (*Starship Log: 'Memorial' [VOY]*) **SEE FILE 71**



neurogenic energy

Disruptive mental energy bursts. **Kes's** violent emotions produced neurogenic energy bursts powerful enough to short-circuit **ODN lines** and put the **U.S.S. Voyager NCC-74656** in danger. (*Starship Log: 'Fury' [VOY]*) **SEE FILES 43, 71**

▲ **Kes's formidable empathic abilities were dangerously expelled in the form of neurogenic energy, which short circuited VOYAGER's systems and placed the ship and crew in jeopardy.**

neutronic

A prefix; something primarily composed of neutrons (uncharged elementary particles). **Vulcan** physiology is affected by **neutronic gradients**. The power of a **class-9 neutronic wavefront** nearly swept the **U.S.S. Voyager NCC-74656** away while producing overloads in most systems. The con-artist **Dala** lied about an approaching **neutronic storm** to cover her inoperative **transporters** and quick departure. The **Borg** once suggested a **multikinetic neutronic mine** to disperse anti-**Species 8472 nanoprobes**. **Tsuntatse** manager **Penk's** ship was equipped with formidable neutronic weaponry. (*Starship Log: 'Fair Haven' [VOY]*) **SEE FILES 40, 71**



▲ **Technology employing the use of uncharged particles is described as neutronic. Neutronic systems are prevalent in ship design, and Penk's vessel was armed with neutronic weapons.**

Nightingale

New name for a starship with a prototype cloaking device formerly known as **Kraylor medical transport 136**. **Harry Kim's** re-christening referenced **Florence Nightingale** because of the ship's alleged humanitarian mission. (*Starship Log: 'Nightingale' [VOY]*) **SEE FILES 40, 71**

▶ **Harry Kim renamed KRAYLOR MEDICAL TRANSPORT 136 after the 19th century pioneer of medical nursing, Florence Nightingale.**



Norcadia

Mezoti's home planet. Norcadia is a **Theta-class** planetoid in a binary star system. Norcadians are warp-capable. Known for beautiful beaches, the **Norcadian Museum of Entomology**, and **Tsuntatse**. Norcadians were unaware that **Penk's** combatants were not volunteers. (*Starship Log: 'Collective' [VOY]*) **SEE FILE 71**

norepinephrine

Human neurochemical also called noradrenaline. Elevated norepinephrine levels can suggest aggression and violence, as noted by **Kes** when evaluating **Lon Suder**, or indicate post-traumatic stress syndrome. (*Starship Log: 'Meld' [VOY]*) **SEE FILE 71**



▲ **The U.S.S. EQUINOX NCC-72381 was a NOVA-class vessel. It fared badly after being stranded in the Delta Quadrant, and was destroyed in 2376.**

Nova-class

Starfleet's short-term planetary research vessel. **Nova-class** ships contain no assets for long range tactical missions, have minimal weapons, and are limited to speeds no greater than **warp eight**. (*Starship Log: 'Equinox', Part I [VOY]*) **SEE FILES 31, 71**

Novakovich, Andrei

Ares IV astronaut in 2032. Novakovich was drilling through a Mars lava plain when the orbiting command module disappeared. He, and partner **Rose Kumagawa**, were rescued several weeks later. (*Starship Log: 'One Small Step' [VOY]*) **SEE FILE 71**

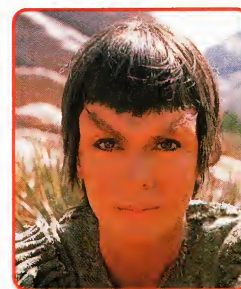
Nunk

Ferengi captain of a **D'Kora-class** ship, and instigator of a plot to harvest **nanoprobes** from **Seven of Nine**. Nunk used girlfriend, **Leosa**, to gather information from **Lt. Reginald Barclay** to affect the plan. (*Starship Log: 'Inside Man' [VOY]*) **SEE FILE 71**

Nuria

Mintaka III leader of a pre-industrialized village of proto-**Vulcans** in 2366. Nuria's logical thinking was shaken when an accident exposed her to **Federation** technology. **Captain Picard** set her back on course. (*Starship Log: 'Who Watches the Watchers?' [TNG]*) **SEE FILES 18, 69**

▶ **Nuria's Vulcan logic was rattled when she experienced technology that was far more advanced than her own.**



nutritional supplement 1487

Liquid nourishment; **Seven of Nine's** idea of a hearty meal. She developed her own supplements because **Neelix's** banquets were pungent and inefficient. (*Starship Log: 'One' [VOY]*) **SEE FILE 71**

Nuu'bari

Warp-capable humanoid civilization in the **Delta Quadrant**. A three-person Nuu'bari **Mining Consortium shuttle** was hunted and destroyed by **Iden** after he first liberted their holograms. The Nuu'bari mining holograms were unsophisticated; programmed with only 40 subroutines, and unfit for **Iden's** revolution. (*Starship Log: 'Flesh and Blood' [VOY]*) **SEE FILES 18, 71**

nyocene gas

Toxic substance associated with starship power transformers. When **Irina's** cabin was flooding with nyocene gas after a transformer overload, a beam-out was needed to save her life. (*Starship Log: 'Drive' [VOY]*) **SEE FILE 71**

Ramuran Vessels

The reclusive **Ramura** people have taken their isolationist nature to an extreme, and strive to protect their community from all outsiders. A large selection of their technology is devoted to keeping their communities secluded, including their impressive **Ramuran Vessels**, which are used most notably by the **Tracers** to recapture renegade members of their race.

Spacecraft development often represents the pinnacle of a race's technological achievements, incorporating the very latest concepts from their leading designers. The majority of starships are produced for exploratory or defensive roles, and while such applications are perfectly acceptable, some races utilize their technology in a far more insidious way. An excellent example is the highly advanced space-going vessels employed by the **Ramura** of the **Delta Quadrant**, who are encountered by the crew of the **U.S.S. Voyager NCC-74656** in late 2374. The extraordinary Ramuran physiology results in no other race being able to retain any long-term memories of them, and due to the generally xenophobic nature of their society, Ramuran starships enhance the effect by incorporating technologically sophisticated systems that retain their covert existence.

Tracking fugitives

Kellin, a member of the race encountered by *Voyager's* crew, is a **Tracer**; she is a highly skilled operative trained in the tracking and capture of Ramurans attempting to leave their own society and seek sanctuary with other races. Tracers are equipped with extremely powerful **Ramuran Vessels** that can be piloted by a single occupant. They are capable of sustaining high velocities for extended periods of time over large distances, thus allowing a Tracer to relentlessly pursue their prey until they are finally apprehended. The **Ramuran vessel** has the ability to engage a stealth mode that makes it completely invisible to the sensor systems of other starships, allowing the Tracer to carry out surveillance on a target ship from very close range; Tracers use a similar personal cloaking technology to allow them to board a target vessel undetected. The importance of their vessels cannot be underestimated to the stability and long-term survival of the Ramura – they depend on them to guard the anonymity of their race and to ensure that their society remains closed to outsiders.

The **Ramura Vessel** has a streamlined, relatively simple construction, comprised of a rear drive unit extending forward into the main hull. This in turn connects to the tapered bridge section at the bow. The extremely resilient exterior hull of the ship is made up of a series of angled interlocking plates, and their dark gray color gives the entire vessel a very low profile, even when its cloaking device is not operational. The main drive consists of twin in-line engines that are vented at the flat angled

stern of the ship through two symmetrically positioned exhaust vents, which glow white when the craft is in transit. A set of downwardly angled rectangular wings that feature blue illuminated sections at the front are located directly port and starboard of the drive section, terminating short of the forward bridge area. A similar blue-colored port is situated on the underside of the bow directly beneath the bridge. It is at this point where the devastating **particle beam** weapon, used to such great effect while attacking *Voyager*, is housed.

Inside the vessel, the main hull narrows slightly to its thinnest section adjoining the bridge, and has two individual, and one twin set of blue glowing observation ports on the port and starboard sides of this section. There are a series of narrow windows within the forward bulkheads, affording an excellent view of space for the pilot.

The **Ramuran Vessel** is equipped with environmental controls to sustain the life of its crew, but if the ship suffers a significant level of damage, the life support units may fail leading to a dangerously low oxygen level within the ship. Destabilization of the hull may follow severe damage, and while the exterior structure may begin to buckle, it is possible to stabilize the ship, allowing it to be secured with a tractor beam, within a relatively short period of time.

The **Ramuran Vessel** is designed to incorporate superior offensive and defensive technology, and to this end it employs highly advanced proton-based weapons in its formidable arsenal.

Hidden hunters

Under normal circumstances, a ship harboring a Ramuran refugee will not even know they are being followed as the vessel does not appear on sensor readouts, thanks to the sophisticated cloaking technology. Nevertheless, explosions caused by proton surges allow the crew of *Voyager* to employ their powerful **Astrometrics** sensors to assume close range weapons fire between two cloaked ships, but it is not until Kellin's damaged vessel de-cloaks in a shimmer of energy that **Starfleet** sensors can properly detect it. Under its cloak, the Ramuran pilot has the ability to communicate via audio although this never usually occurs. Even with a severely damaged vessel, it is virtually impossible to attain a successful **transporter** lock, although it is possible to beam an away team onto the ship. Ramuran navigational logs are compatible with the Starfleet systems, although such compatibility is certainly not a deliberate design strategy on behalf of the highly secretive and private Ramura.



▶ The cloaked vessel reveals itself to the crew of **U.S.S. VOYAGER NCC-74656**. Despite the ship's small size, its weaponry can inflict severe damage.



▶ Two powerful **RAMURAN VESSELS** join forces in attacking the **U.S.S. VOYAGER** in an attempt to capture a renegade **Tracer** supposedly on board.

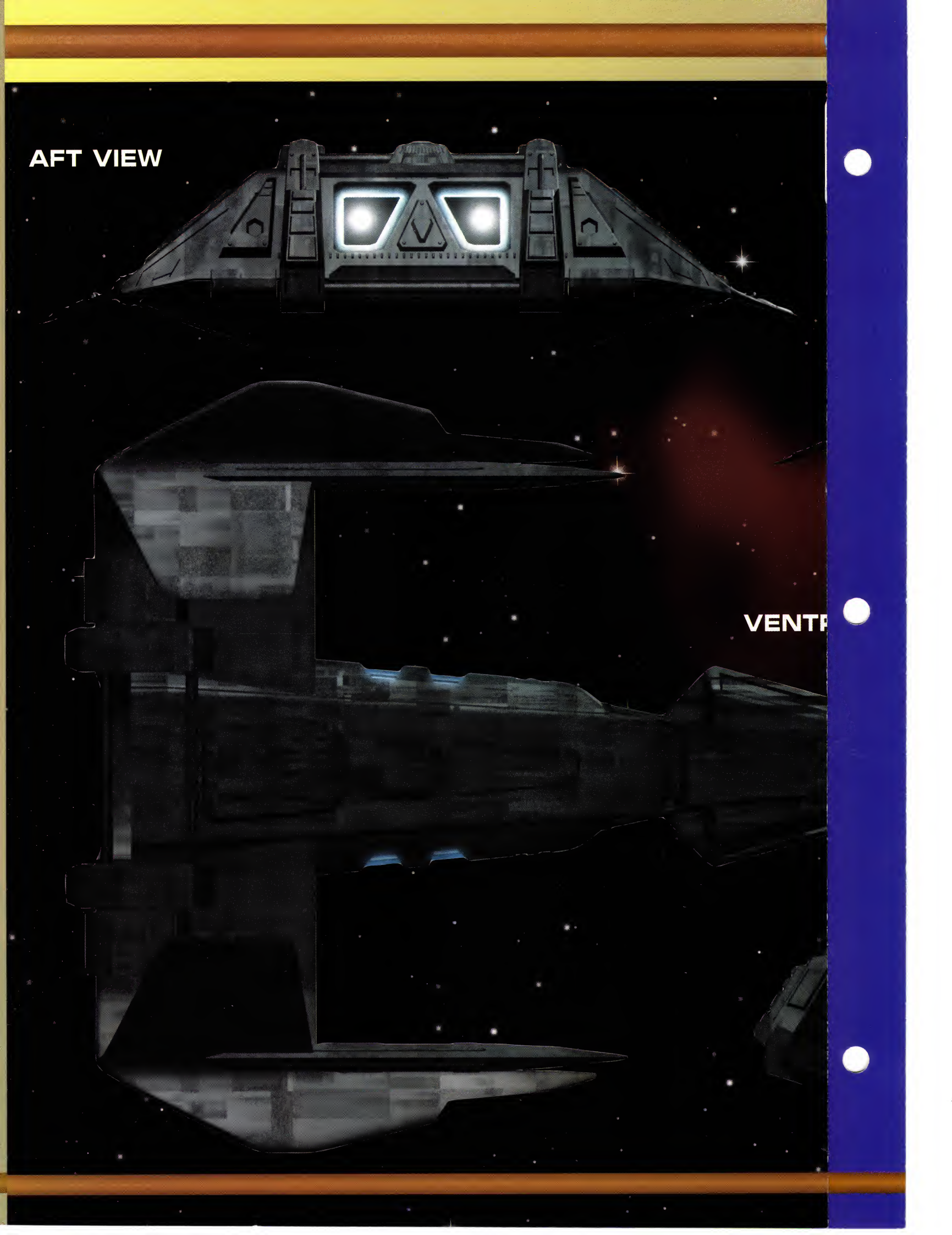
STARSHIP FACTS

- ▶ Kellin's vessel traveled alongside the **U.S.S. Voyager NCC-74656** for two weeks while she tracked a **Ramuran** fugitive aboard the **Federation** starship. Information pertaining to this was subsequently lost from *Voyager's* database.
- ▶ The **U.S.S. Voyager NCC-74656** is able to disable the cloaking technology of two **Ramuran Vessels** with a brief burst of **phaser** fire after Kellin reconfigures the sensor array to reveal their presence on the viewscreen.



AFT VIEW

VENTP



Ramuran Vessels

FORE VIEW

RAL VIEW

STARBOARD VIEW

DORSAL VIEW



▲ U.S.S. VOYAGER's forward phaser array targets the RAMURAN VESSEL. It is only through clever manipulation of the sensors that enable the ship to be targeted.



▲ The sizable flight cabin of the RAMURAN VESSEL offers a great panoramic view of space, and useful for tracking vessels when sensors alone are not enough.



▲ Kellin's detailed navigational logs are able to show how her RAMURAN VESSEL traveled alongside the U.S.S. VOYAGER NCC-74656 for two weeks while she tracked a fugitive.

THE RAMURAN VESSEL

First recorded: 2374

Type: Unknown

Remarks: **Ramuran Vessels** use advanced cloaking technology to ensure that they remain hidden from other starships.